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Maure Castle Special Edition

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CHRONICLE OF THE MAD ARCHMAGE

For some of us winter seems to go on forever. A time of transition and a time of quiet change or hibernation, for those of us here at the Oerth Journal its been hectic. Numerous setbacks, moves, and other real life events have made this issue a tough one to get out there. However, looking back at all the work its been worth it. The art alone in this issue is phenomenal, alongside our tride and true artists we have been given permission to make use of Larry Elmore's work and we've added Eugene Jaworski who was at GenCon 2007. Eugene and I chatted for quite some time and he was eager to have his work featured in the Oerth Journal, I hope everyone else enjoys his depiction of Uncle conjuring a succubus in front of the Space/ Time portal. Further, we've been searching far and wide for new artists with a fresh look, to that end we found Eric Bergeron who did the phenomenal cover for this issue!

So without further ado, I hope that everyone enjoys this issue and all the work that has gone into it. Perhaps this issue will start a trend of more themed issues? Who knows but only time will tell.

Until the Starbreak,

Rick "Duicarthan" Miller
- Editor-in-Chief

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On the Cover

This issue Eric Bergeron depcist the infamous Maure Castle as it may have existed centuries ago during its height. Erik is a freelance graphic designer and this is his first time submitting work for the Oerth Journal. His art can be seen at http://www.inetgrafx.com/gallery/index.php

Featured Artists

The featured piece for Warlock's Walk by Eugene Jaworski comes from his website at http://www.neothera.com

All art contributed by Larry Elmore is a copyright of Elmore Productions Inc. Larry's webpage is http://www.larryelmore.com

James M Keegan is another first time contributor to the Oerth Journal recruited by Adam Daigle for the Gleaners article, his work can be found at http://www.jamesmkeegan.com

Featured Writers

Robert J. Kuntz a longtime Greyhawk luminary maintains his own webpage at http://pied-piper-publishing.com Feel free to drop by for any questions on Maure Castle or just to say thanks.

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THE MYSTERIOUS MAURE

RUMORS ABOUT THE MAURE LANDS

By Robert J. Kuntz
Illustrations by Eric Bergeron and Denis Tetreault

Maure Castle has long been a "quiet instigator" of wonderment, adventure, and mysterious happenings in the Flanaess.

-WG5, "Mordenkainen's Fantastic Adventure."

Maure Castle and its ruins have been lairs for many bandits, humanoids, thieves, outcasts, lepers, and others for centuries and it is suspected that some new source of trouble has made its home here.

- "The Adventure Begins."

Warnes Starcoat, Chief Mage to the Joint Courts of Urnst warns that Rary's diabolical plans could soon lead him to covet the ancient knowledge of House Maure. Lord Robilar used to spend summers in Pontyrel and many suspect that it is only a matter of time before his soldiers cross Knife's Edge, making their way to Maure Castle.

- "Living Greyhawk Gazetteer," Duchy of Urnst.

This decrepit and infamous land has drawn attention over its history from unlikely sources. Mordenkainen visited it; other wizards, such as Eli Tomorast, apparently lived within its catacombs for variously disputed reasons. The House of Maure itself, too weak to even command its borders, could not stop those who used it as a base, or whom investigated its caverns and ruins while attempting to uncover the long lost secrets of its original power. Times do change . . . and although the House of Maure lives on as a frightening example of what the House of Urnst might have become, it is a figment none-the-less of the past. Its true strength, if one could call it that, is in those who have come to know what it is and how to glean from it what is needed to restore that ancient power in themselves.

These interlopers are rigid in one regard: they will let nothing and no one stop them in their goals.

But it is likely that few foresee the real power behind the Maure's history, that which drove its progenitors insane and which beckons from within for those of great magical power who can delve deep enough to uncover the reasons for this and seemingly, the deeper one delves into these reasons, the sooner ones' fate becomes intertwined with that ill-fated House.

-Blyste Synafax, Priest of Wee Jas, Scholar of Southeastern History in the Flanaess, in part an answer to Warnes Starcoat's inquiries as to recent happenings in the Maure lands.

RUMORS AND WHISPERS

DMs should use the following rumors and adjunct notes and commentaries as guides for crafting events in this area. Much has transpired and each event will be detailed in as much as space permits, thus allowing these to fit within as many campaign story-lines as possible. Their various usage points are many and intriguing.

An agency from (choose one: Hardby, Pontyrel) will supply armed and guided tours of Maure for the curious. (False)

Although there are those in the surrounding cities always willing to pawn off worthless maps of this area, none but the strongest or most foolish dare organize an expedition to this place.

After Lord Hadric escaped from prison he relocated to Maure and is now the cause of many troubles for Duke Karll. (True)

Ex-Governor **Hadric** (LE male human illusionist 6), who is studied in illusion magic, made good his escape from the prison wagon after his incarceration by Duke Karll for treason (note WG8, Fate of Istus and Living Greyhawk Gazetteer, Duchy of Urnst). It is correctly rumored that he used prepared spells to cast an illusory duplicate of himself while he was invisible and thus avoided the cell he was being ported to. He indeed fled to Maure and along the way subjugated a large band of brigands. His forces are added to periodically and now include several ogres who he has some scant agreements of nonaggression and limited cooperation with. Hadric wishes to grow to a point of supremacy in this area and challenge all power groups contending for it. He has not even scratched the surface of this effort and recently must contend with an increased number of other organized groups (see additional rumors) who have taken their own interests in Maure.

There are many secret passages leading to underground places where only heroes dare tread. (True)

This is one of the reason why many of the opposing power groups have congregated near and around Maure Castle in order to investigate these.

The long lost Erik Maure was actually buried alive beneath the

castle and his ghost cries out for vengeance. (False)

Erik Maure was a scoundrel who met his fate on the road to Pontyrel. He was waylaid by an orc raiding party after robbing and killing two innocent merchants. The leader of the orc clan, recognizing his signet ring, had his decapitated body returned to Maure Castle. It was interred in the family mausoleum. The recovery of his head was undertaken by bounty hunters secretly hired by the Maure family. The bounty hunters were never able to locate his head or those who had killed him. The whole affair was kept secret for years until finally the family let it be known that Erik Maure had died in a foreign land and that his body was lost. As an aside, the Orc Clan "The Nail Biter" spiked the head to the lintel of their main lodge, where it faces outward towards the Maure Lands to this day. Anyone discovering the true origin of the skull, and recovering and returning it to the family, will be given a reward of 400-600gp and will be asked to remain silent about the true circumstances behind the affair.

Lord Robilar has taken up residence in Maure Castle. (False)

Lord Robilar sent two competent henchmen, Raux and Esheera, to parlay with the House of Maure. This attempt was unsuccessful; they were not admitted and returned to Robilar with their scant news. His many plans do include an excursion to test the strengths of these lands, but for now only comprise scouting and information gathering missions. However, the more power groups that gather at Maure will attract this Lord's attention, as he will want to defeat their leaders and absorb their troops and creatures into his own polyglot army.

The current state of the House of Maure is due to insanity brought upon by their line consorting with devils and demons. (True)

It is known that this line is insane, but the reasons for this are uncertain. It is true that some of its seemingly endless dungeons have revealed strange symbols and reliefs of foreign if not alien creatures; and even Mordenkainen's tales of the strange wizard, his ancient librams, and the demon he commanded are well known. But anything else is pure conjecture. If any person from the Duchy knows the real reasons behind Maure's decrepitude then they are not willing to reveal these odd facts. Maure's remaining household members are not speaking upon it either. It is known that no one is allowed within the castle. Even the many lines of the Dukes of Urnst who entreated them on political or social occasions have been ignored as a whole. Local elders could tell the curious of dumbfounded entourages of royal servants leaving these lands as fast as they had arrived. Today, though Duke Karll keeps a constant eye upon this House, he has no inclination to dig deeper into its past, though this might change if he catches wind of Hadric's influence in this area.

Many wizards and sorcerers in search of arcane lore often frequent this area. (True)

Ever since the "Unopenable Doors" were accessed by Mordenkainen and his party from the Citadel of Eight, there has been an influx of power-seeking adventurers to this area. However, further attempts to open the previously mentioned doors have failed. Mordenkainen on occasion monitored this area until years ago, when his services were needed during the Greyhawk Wars, at which time his watch ceased. Maure has fallen out of his reckoning, but Starcoat's recent debates and inquiries into it may again rekindle old thoughts about the dungeons this venerable wizard once adventured in and the lands which spawned them.

The many lights occurring in the fens about the Castle and other parts of the Maure have been the reason for the disappearance of many folk in this area.

This is partially true as these lights are actually will-o'-wisps. However, more often than not, many people disappear from this area either by choice or by more direct means, as a dagger thrust in the back. All told, the "people" remaining here and/or relocating to this area are an unsavory lot with ill intentions.

The nearby Bandit Camp (see "The Adventure Begins," Inside back cover map) was destroyed by Hadric's men. (False)

While, the contention between Hadric and Mouk (their half-orc leader) was heating, Muok had considered relocating the encampment several miles west of their current spot. Around this time his lieutenant, Corash-Glupkt (another half-orc, but with pride in his orcish ancestry), attempted entry into the castle with the intent of finding treasures within it. As he never returned, Mouk blamed his disappearance on Hadric to dispel his hirelings' fears. He subsequently moved their encampment to a "more secure area" of rocks and rubble, which fit with his designs for distancing himself from the castle inhabitants, as these, so he imagined, might seek retribution upon them.

There are none living who have seen the inside of Maure castle other than the household members themselves. (False)

Several servants of this family came and went as recently as 30 years ago. One surviving servant still maintains residence in a burrow just south of Echo Crypt (see Domain of Greyhawk map). He is a halfling named Terrence Greenthumb. His family tended the herb gardens for the household until these decayed by what he will refer to if found and questioned upon their employment as a "blight of mist and chill air" which grew closer to the castle over the years that the Greenthumbs' maintained residence therein. He has some remaining memories of the internal layout of the servant areas and first floor rooms. He notes that they dealt with only one family member, a large man of apparent Suel origin, who met all of their needs. His name was not given; and no other beings were seen within, though he will relate if questioned closely that on many nights various voices could be heard murmuring as if from a subterranean depth and on one occasion he heard terrible screams issuing from somewhere

in the upper towers, which were guessed to hold the various rooms of the Household members." (DMs: Terrence will not cooperate with any party in investigating this place; he fears it, though he also admits to being intrigued and has always wondered of its ancient history. Other memories may be added as you deem fit to expand upon what is herein presented.)

A ferocious sentinel with shining eyes guards the inner foyer to the Castle. (True)

This is somewhat true, though if **Terrence Greenthumb** (N; lightfoot halfling expert 3) is questioned about this he will only remember statues of many beasts lining the hallways and foyer. He guesses that this might be a latter addition by the family, perhaps as a precaution against prowlers. In actuality, this is a later addition to the guards and wards about the castle, a magical statue which animates as a hellcat if intruders are present in the castle, and for as long as they remain within it, conscious or otherwise. DMs must make up all other statistics for this. If killed it converts to non-magical crushed stone and can never be summoned again. This demonic beast is responsible for the recent slaying of Mouk's lieutenant, orash-Glupkt.

Duke Karll has sent several henchman to watch over this area. (True)

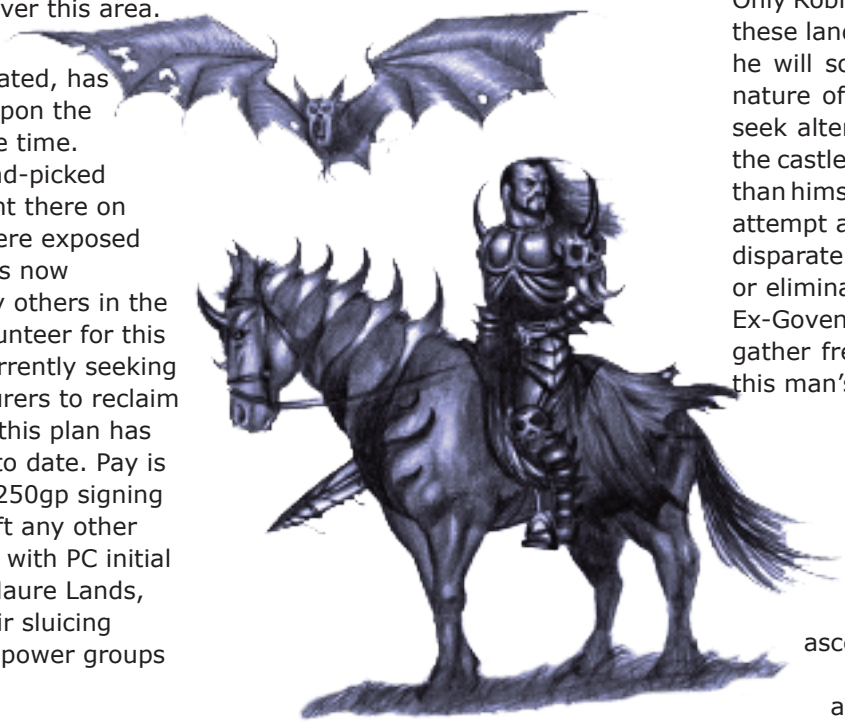
Duke Karll, as indicated, has kept a watchful eye upon the Maure Lands for some time. However, the two hand-picked rangers who were sent there on different occasions were exposed and assassinated. It is now considered suicidal by others in the Duke's employ to volunteer for this post. Duke Karll is currently seeking to hire single adventurers to reclaim these duties, though this plan has met with no success to date. Pay is 500gp/month plus a 250gp signing bonus. DMs must craft any other particulars connected with PC initial hiring, travel to the Maure Lands, and also play-out their sluicing into one of the many power groups there."

A large bat has been seen circling the Castle of late; it circles several times and then departs to the south. (True)

This is a fiendish bat controlled by the blackguard **Nasht** (*see below*). Nasht is on a personal quest from Darkbridge Temple whereat he received divine insight that a certain tome exists within the castle which will allow him to summon a greater outsider. He passed near Felnarix while avoiding the Duke's patrols out of Seltaren. He briefly questioned a potter out of Pontyrel about recent happenings before slaying the man; in fact wherever he goes he uses this as an alternate information gathering method and quickly and efficiently disposes of all witnesses afterwards.

Nasht

This man is sought by many civilized cities in the southeastern Flanaess as he has terrorized most of them. He completely destroyed a caravan en route from Ogremound to Hardby, slew several guards near Storm Keep, evaded pursuit by a band of rangers and ended up at Ogremeet, where he in turn slew several foragers from Robilar's army (this went unnoticed because of their low status). He worked his way east, skirting the Abbor-Alz, noted and mapped many sand-filled cavern entrances southwest of Karistyne (a lair of Formians) and turned due south to Dagger Rock, evading nomads and raiders along the way.



He made his way to Darkbridge Temple where he was given housing and accepted into its inner circle. His quest for a vision was granted immediately, as word of his "great deeds" preceded him. This divination indicated that his quest centered upon the ancient Maure Lands. He traveled north and entered Knife's Pass at its middle point. While skirting Griffin's Nest on the east, he was attacked by a yrthak, which killed his steed, but otherwise left him unharmed. He prowled the lands about this area for days before finding and destroying a troop of the Duke's medium horseman in an all-out night attack wherein he was severely wounded. However, he managed to escape north with a new mount (note that this has Duke Karll's brand upon it). He soon arrived at a point five miles south of the Maure Lands and encamped. He has used his fiendish bat at all times to scout the lands and skies around him. He will spend several days reconnoitering and the like and will then make a more direct approach by day to map the area and to question any inhabitants.

Nasht is death and destruction incarnate, and is possibly the worst unforeseen problem that has migrated to the Maure for some time. Only Robilar's or Rary's appearance in these lands would rival it. Worse still, he will soon learn the many-leveled nature of his quest and will have to seek alternatives to direct entry into the castle, for he senses a greater evil than himself within it! He will definitely attempt at that juncture to amass all disparate groups under his guidance or eliminate all opposition otherwise. Ex-Govenor Hadric will avoid him and gather fresh forces afield to counter this man's usurpation.

However, unless a stronger force, such as the Duke's men, intervenes, Nasht will effectively raise within one month's time a rag-tag but formidable enough force of 200 heads (DMs must ascertain the mix). DMs should play this out to its fullest if adapted for their campaigns.

Nasht is a realist. He will test the strength of the Castle by a frontal assault first and with his most unreliable followers (followed closely at the rear by himself and whatever strong guard he has). He is willing to expend up to 50 souls in this assault before he withdraws for further considerations. Whatever happens after that is up to the DMs.

Nasht CR 12

Male human rogue 3/barbarian 4/ blackguard 5
CE Medium Humanoid
Init +4; **Senses** -; Spot +7, Listen +7
Aura despair; faint evil
Languages Common

DEFENSE

AC 21, touch 12, flat-footed 21 dodge, mobility, uncanny dodge
hp 86 (12 HD)
Fort +14 **Ref** +13 **Will** +9 evasion, trap sense +2

OFFENSE

Spd 30ft. fast movement, spring attack
Melee *+1 keen greatsword* +15/+10/+5 (2d6+5, crit 17-20/ x2)
masterwork dagger +15/+10/+5 (1d4+3, crit 19-20/ x2)
Base Atk +11; **Grp** +14
Atk Options Cleave, Improved Sunder, Power Attack, smite good 2/day (+3 attack, +5 damage), sneak attack +3d6
Special Atks rage 1/day, rebuke undead (6/day, +3, 2d6+8)
Combat Gear potion of *haste* (CL 5)
Spells Prepared (CL 5th, +5 vs. SR):
2nd - *bull`s strength* (x2)
1st - *cure light wounds, magic weapon*
Spell-like Abilities (CL 5th)
(at will) – *detect good*

STATISTICS

Abilities Str 17, Dex 18, Con 12, Int 10, Wis 14, Cha 16
SQ dark blessing, fiendish servant, poison use, trapfinding
Feats Cleave, Dodge, Improved Sunder, Mobility, Power Attack, Spring Attack
Skills Balance +7, Bluff +8, Climb +10, Concentration +6, Diplomacy +12, Disguise +4, Escape Artist +5, Gather Information +4, Handle Animal +4, Heal +3, Hide +9, Intimidate +10, Jump +14, Knowledge (Religion) +2, Listen +7, Move Silently +9, Ride +9, Sense Motive +7, Spot +7, Survival +12, Swim +4, Tumble +11, Use Rope +5
Possessions combat gear, *+1 keen greatsword*, masterwork dagger, *+2 mithral breastplate*, *periapt of wisdom +2, cloak of resistance +1, gloves of dexterity +2,* heavy war horse, holy symbol of Nerull, 33gp.

SPECIAL ABILITIES

Aura of Despair (Su) Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Flutter CR 1/10

Fiendish Bat
Monster Manual 107, 268
CE Diminutive Magical Beast (Augmented Animal, Extraplanar)
Init. +2; **Senses** blindsense 20ft., darkvision 60ft. low-light vision; Listen +8, Spot +8
Languages Abyssal

DEFENSE

AC 17 touch 16, flat footed 15 (+4 size, +2 Dex, +1 enhancement bonus)
hp 12 (2 1/4 d10 HD)
Resistances cold, fire 5; SR 7
Fort +5, **Ref** +7, **Will** +5

OFFENSE

Spd 5ft., fly 40ft. (good)
Melee bite +2 (1, crit 20/x3)
Space 1ft.; **Reach** 0ft.
Base Attack +2; **Grp** -2
Atk Options smite good

STATISTICS

Abilities Str 2, Dex 15, Con 10, Int 6, Wis 14, Cha 4
Feats Alertness.
Skills Hide +14, Listen +8, Move Silently +8, Spot +8

SPECIAL ABILITIES

Blindsense (Ex): Bats can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 20 feet. A silence spell negates this ability and forces the bat to rely on its weak low-light vision, which has a maximum range of 10 feet.
Improved Evasion(Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw, and only half damage on a filed saving throw.
Smite Good (Su): Once per day, a fiendish creature can make a normal melee attack to deal 2 points of extra damage against a good foe.

TACTICS

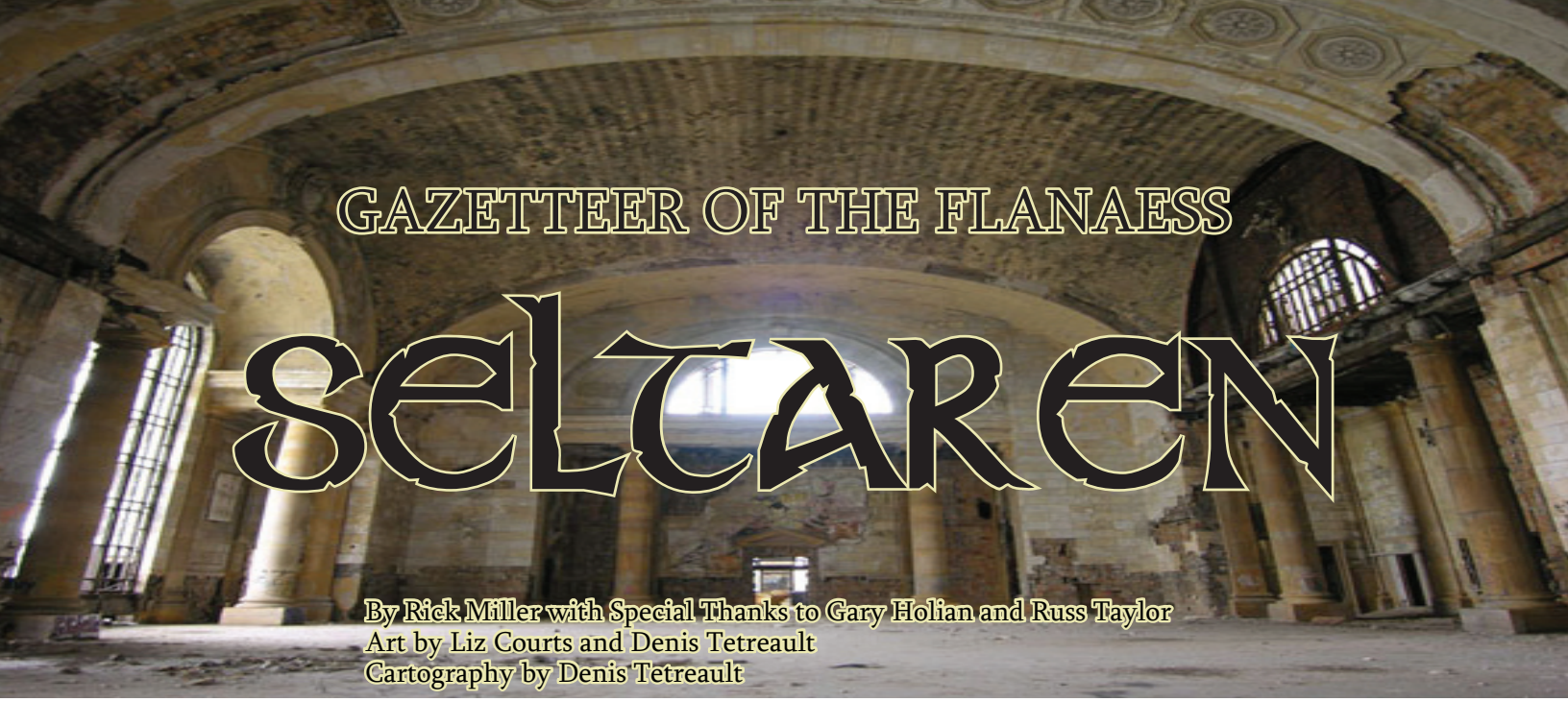
Before Combat: Nasht always attacks when he has the advantage. Unless he is taken by surprise he first drinks his *potion of haste*, rages, and then tumbles in and out of combat using spring attack on the party's primary spellcaster or healer.
During Combat: Nasht always moves as far as he can from this target to force opponents to come to him. If he believes he is close to taking this opponent out he will remain in his position, use the maximum power attack and take a full round action for 2 attacks on the opponent.

In addition, Nasht directs his fiendish bat companion to attack the opponent first and remain in position to set up a flank so he can take advantage of the flank bonus to his attack. If he drops the initial target he will attack the next remaining spellcaster or healer.
Morale: If reduced below 20 hit points he will do his best to flee from combat using his dire bat companion to cover his retreat if it can still fight.

1ST-EDITION-STATS

Nasht, Human 8th level Cavalier (Banneret) CE AC: -1 (+1 Plate mail and 17 dex) Hit Points: 66 Thac0: 12 Melee: 11 (10 with magical bastard sword), Ranged: 10 Weapon Proficiencies: medium Lance, Military Pick, Bastard Sword, Horseman's Mace, Horseman's flail, Dagger, Javelin. Class bonuses: +2 to hit with Lances, +1 to hit with Bastard Sword and Flail, Immune to Fear. Weapons of Choice (Bastard Sword, Lance and Flail: 3 attacks per 2 rounds (3/2)). Saving Throws: Para. Poison and Death magic: 10, Petra. & Poly: 11, Rod, Staff, Wand: 12, Breath Weapon: 12, Spell: 13. Possessions: +1 Plate Mail, +1 Bastard Sword, Potion of Speed, Holy Symbol of Evil Deity (Nerull).
Abilities: Str: 17/63, Dex: 17/89, Con: 11/59, Int: 10, Wis: 12, Cha: 16

Flutter, Bat (AC: 8, Move: 1" 24" (MC: B), Hp: 2, # of Attacks: 1, Damage/Attack: 1 point, Size: small)



GAZETTEER OF THE FLANAESS

SELTAREN

By Rick Miller with Special Thanks to Gary Holian and Russ Taylor
Art by Liz Courts and Denis Tetreault
Cartography by Denis Tetreault

Once a bustling city and capitol of the Duchy of Urnst in its headier days, the city of Seltaren still serves as a major crossroads between the Free City of Greyhawk, Leukish and regions further to the East.

Ages ago the city served as a repository for goods coming into and going out of Maure Castle. Years later it achieved a renaissance when the Marius family founded the Seekers, an organization of treasure hunters dedicated to finding, cataloguing, and storing arcane lore found throughout the Flanaess.

In recent years however, the city has fallen into disrepair and many of its majestic buildings have been neglected or wholly abandoned. These stone buildings(built by the predominantly Suel founders of the city) still remain intact, though many wooden dwellings can still be found among them- a testament to the robust trade brought by the Seekers. Ironically enough, one such building is the Seeker Lodge of Seltaren. Built in 363 CY by the intrepid organization to house its members and store its many finds, the Seeker Lodge remains standing to this day. Though the building has seen many a noted member trod its floorboards, the Seeker Lodge remains in the Marius family and is currently headed by Octavus Marius.

Seltaren

N Conventional Small City
GP limit 32,000gp
Assets 7,350,000gp
Population 9,800; Mixed human (SOf) 79%, hale-elf 9%, halfling 5%, elf 3%, dwarf 2%, half-elf 1%, half-orc 0.5%, gnome 0.5%
Languages Ancient Suloise, Common, Old Oeridian
Authority Figures

Kreios Lohelinar (LG; male human paladin 5/ gray guard 10) captain of the guard, worships St. Cuthbert

Octavus Marius (NG; male human bard12/ loremaster 1)

Lord Andrastis Zolinth (N; male human rogue 10/ ranger 3), lord mayor of Seltaren

Important Figures

Xaxalander Deravnye (N; male high elf rogue 19, adventurer)

Nessir Kyrathi (N; Male Human fighter 7/ suel arcanamach 4)

Vasyl Lorinar (CG; human male fighter 11)

Massaeri Maderie (CN; human male rogue 15)

Octavus Marius (NG; male human bard12/ loremaster 1)

Alleziandyr Maure (LE; male human aristocrat 7/ wizard 3)

Averina Maure (LN; female human wizard 5/ cleric 5/ mystic-theurge 7 of Wee Jas)

Yvellia Neutelli (NG; female half-elf cleric 6/ radiant servant of Pelor 10, high cleric of Pelor)

Siviri Tyrani-Crix (NE; male human aristocrat 5)

A Brief History of Seltaren

–423 CY: Maure lands are settled by three minor Suel noble houses and their retainers. Soon afterwards, the Maure began constructing a grand castle and the foundation of civilization takes root. They call their new homeland "Urnst," after a founding Suel Imperium house of great import, both to hearken back to the old empire and to begin their lives anew.

–422 CY: Twin Cataclysms. The Suel Imperium ceases to exist during the Rain of Colorless Fire.

-400 CY: A major trade town forms at the confluence of the Lukala River, establishing a major trade route for the Maure family. This trade town called Nadirborough still exists in present day Seltaren.

–323 CY: The Maure Dominion of Urnst extends its influence west and then north to the Franz River, encountering both the elves of the Celadon Forest and the independent Oeridian tribes in what is now the County of Urnst. Frequent raids and rebellion are a constant threat. (LGG, pg. 125)

–320 CY: Trade Agreements with the elves of the Celadon and the Oeridian Kingdom of Nehron are formed. This ends the violent raids and resistance in the area. (LGG, pg. 125)

–317 CY: The city of Seltaren is founded and merges with the existing town of Nadirborough.

–299 CY: The Maure Dominion of

Urnst becomes a Republic. (LGG, pg. 25)

–257 CY (SD): Though many residents of Urnst mixed with the indigenous Flan and Oeridians of what would become the County of Urnst, the Senate enacted strict purity laws barring interracial relations. Though the Suel of Urnst were less debauched than most of their kinsmen, they remained paranoid and proud of their lineage in the extreme. (LGG, pg. 125)

–216 CY: Kingdom of Aerdi created.

–109 CY: Kingdom of Aerdi defeats rivals and becomes the Great Kingdom.

1 CY: Overking Nasran is crowned first Overking of the Great Kingdom. In the same year, Nasran makes the Declaration of Universal Peace and the calendar marking the Common Year is inaugurated. (LGG, pg. 14)

80 CY: Patriarch Herkluth of St. Cuthbert dies.

100 CY: Great Kingdom creates the viceroyalties of Ferrond, Nyrond, North Province and South Province to help rule its vast holdings

124 CY: Great Kingdom attempts to annex Republic of Urnst. (LGG, pg. 125)

187 CY: Seltaren begins its slow spiral of decay into corruption.

189 CY: Forced to take action the leaders of Urnst and the Senate sell all of the land between the Franz and Artonsamay Rivers. The Urnst nation was divided into a county, to the north, and a duchy, to the south. (LGG, pg. 125)

193 CY: The Great Kingdom disbands the Senate and installs a Duke, selected by the Suloise nobles. (LGG, pg. 125)

200 CY: The Aerdi city of Leukish is completed. (LGG, pg. 125)

237 CY: Leukish is made the capital of the Duchy of Urnst leaving Seltaren to degenerate into a swarm of old politics and run-down buildings. (LGG, pg. 125)

362 CY: The Seekers are formed by Jon Marius of Seltaren

532 CY: Thieves guild purged from Leukish, many of them fleeing to the City of Greyhawk or Seltaren.

551 CY: Eli Tomorast and several renegade Seekers penetrate Maure Castle. These renegade Seekers controlled the recovery and cataloging of minor treasures and findings of historical or cultural import.

566 CY: Mordenkainen and the Citadel of Eight plumb the depths of Maure Castle. Upon their return to the City of Greyhawk and Seltaren they unload armloads of treasures, drawing new attention to the ancient Suel castle.

572 CY: Karll ascends the Ducal throne and expels the Seer (of Urnst) from the court.

581-585 CY: Greyhawk Wars

591-597 CY: Rumors persist that previously unplundered levels of Maure Castle have been opened. Merchants of Seltaren meet and plot to cheat these adventurers to gain their plundered treasures through any means possible.

The Maure Family

The Maure family originates from a high-ranking noble line in the Suel Imperium. Following the destruction of those lands, various nobles from lesser houses sought to escape their own besmirched names by changing their family name to Maure.

The Maure family is therefore comprised of many ne'er-do-well houses either fleeing family feuds or Suel interrogators, or simply of those looking to make a fresh start by taking on the Maure family name in what is now the city of Seltaren. However, it should be noted that the true Maure family chose to reside within the castle that bears their name, and seldom mingled with their lesser "cousins".

While the Maure family is generally considered the progenitors of the city of Seltaren, they had only a minor role in its founding. Using the confluence of the Lukalla River, the Maure's traded goods from what are now the Yeomanry and Keoland to the Great Kingdom, and even to the mystic land of Lynn which lies far to the west

Rulership and Law

Seltaren is ruled by a lord mayor appointed by the Duke of Urnst. The lord mayor is responsible for the province and in turn also selects the Council of Seltaren to help maintain the city. The council is chosen from the city's most influential and prosperous nobles. These nobles meet monthly to discuss matters or importance unless the lord mayor calls a Court of Grievance. Though Seltaren wasn't affected nearly as bad as many places in the Duchy of Urnst by the Temple Coalition Revolts several decades ago(due to the city's deep-rooted belief in the Suel pantheon), the city council thought it prudent to elect Lady Averina of the Temple Coalition to a position on the council so as to avoid the possibility of similar revolts at a later date.

The current lord mayor is Lord Andrastis Zolinth and the Council of Seltaren consists of the following nobles: Lord Verrus Arginar, Lady Azira Daemonfury, Lord Velspar Durnix, Lord Anterrus Kressel, Lord Vasyl Lorinar, Lord Octavus Marius, Lord Alleziandyr Maure, Lord Siviri Tyrani-Crix and representing the temples of Seltaren, Lady Averina Maure.

Commerce in Seltaren is based on merchant charters. There are no guilds in Urnst, or knights, or other formal organizations. Charters are granted by the council of Seltaren which is allowed to act with a certain level of autonomy by leave of the Ducal throne.

Thieves and merchants are not permitted to form large conglomerates or formal organizations, though many like the Consortium of Acquired Merchandise attempt to do so on the sly. This situation has only grown progressively worse since many of the rogues from Leukish found a new home in Seltaren after being forcibly ejected by Duke Karll following his coronation.

Religion

Many faiths can be found in the city of Seltaren, for faith is always prominent where it is needed most. The primary faiths of Seltaren are those of the Suel and Oeridian pantheons. The faiths of St. Cuthbert and Pelor have the largest number of followers among those living in the city's more pleasant districts. In stark contrast, the run-down areas of the city typically look to help from deities personifying good luck and revelry such as Norebo, Olidamarra, and in the harsher extreme Kurell and Ralishaz.

While no central place of worship exists for evil deities, cults dedicated to Syrul, Iuz, and Vecna still lurk within the city, each vying for the secrets of the others. Horned Society members, whose leaders run the gamut of worship from Nerull to devilry and demonology, have also met here on occasion. The cities sewers are infested with followers of Raxivort and Beltar who vie for dominance over their dank underground kingdom.

Trade and Commerce

In recent years, little mineral wealth reaches the city and its skilled tradesmen have moved to more prominent cities. Centuries ago, thousands of gold pieces worth of mineral wealth flowed into the city of Seltaren, which at the time had some of the best gem cutters in the Flanaess. In the past these goods and more obscure mystic treasures poured in from the Maure lands until the family suddenly shut the gates to their castle. Later, adventurers brought wealth to the city in the form of plundered treasures. Many adventuring parties were formed in the city with the intent of finding hidden lore and wealth in the Cairn Hills and further to the west. Many of these expeditions found their start at the Seekers lodge within the city and are known to have ventured as far as the tepid green jungle hell of the Amedio.

While Seltaren rests at the crossroads to Leukish, Pontreyl, Nellix, Hardby and the Free City of Greyhawk it does not enjoy the wealth of these cities. Much of this can be attributed to the fact that its nobles frittered away her wealth acquiring personal power in the city's headier days. Merchants still travel the roads to and from the city, but few stay within her walls. As a result, there is a high amount of corruption within Seltaren; her citizens too proud and too afraid to take a look at themselves in the mirror and see things for what they truly are, while the city crumbles in disrepair.

Taxes and Tolls

To keep the city running, the council has instituted several taxes to draw revenue from throughout the city. Anyone passing through her gates must pay a gate toll of one silver piece per person. Traders and merchants entering the city must pay one gold piece per head. Adventurers, however, must pay one gold piece per head and must sign a ledger declaring their reasons for visiting in the city. This list is then sent to the Lodge of Merchants and Traders who immediately send runners throughout the city to inform lucrative businesses that adventurers are heading their way.

While at the gates, any whom are carrying lethal arms into the city must either agree to pay a one gold piece tax to bear arms or they must peace-bond their weapons. A peace-bonded weapon is wrapped tight to its sheath or to the owner's belt/body with wire, cloth, or leather straps. Removing the bonding or unsheathing a peace-bonded weapon is a full-round action that does not provoke attacks of opportunity. Those found in violation of this edict will be fined 50gp per offense.

Furthermore, all spell casters entering the city are automatically charged one gold piece, for they are always considered to be armed as they do not require weapons to do harm. As with all cities, using damaging spells or effects that usurp the will of any of the city's residents or visitors is illegal.

DISTRICTS AND LOCALES

Nadirborough

The oldest of the city's districts, Nadirborough consists of flat-roofed stone buildings, many of which are in disrepair. As the city's economy and lifestyle have dwindled, so has this once bustling end of the city.

Among those that live in the tenements of Nadirborough, the saying "A life is worth 3 coppers." reflects the dire poverty here. The new lawmakers of Nadirborough are those who have the strength and cunning to enforce them, which means the various thieves, thugs, and cutpurses of the city. The city guards pay little heed to what goes on here. The term "What goes on in Nadirborough is nobody's business." has become an all too common term, though the new guard captain Lohelinar is taking steps to amend this oversight.

Though the district has a seedy reputation there are still many taverns and low-quality inns for those in need of whetting their thirst, or for those simply looking for lodging to sleep off the night's festivities.

N1) Consortium of Acquired Merchandise

This old stone storehouse bordering the Warehouse district serves as makeshift guild hall for the local rogues of Seltaren, wherein a black market operates. Here, all fenced goods are cleaned and either repaired or altered so as to be sold once more to the merchants of the city or to other rogues of the consortium. The storehouse is also rumored to have an underground level with access to the cities sewers. The consortium is managed by **Massaeri Maderie** (CN; human male rogue 15) who fled from Leukish several years ago upon the coronation of Duke Karll. Maderie is wanted in Leukish for attempting to operate an organization without a charter, which ironically is exactly the same thing he is doing in Seltaren. Maderie looks after all of the rogues of the city, providing them room and board for a share of their earnings. Maderie brooks no in-fighting among the rogues of the consortium and rabble-rousers are immediately "turned-in" to the Duskwardens.

N2) The Howling Hovels of Nadirborough

Rumors among the children of Nadirborough suggest that this small block of run-down tenements is haunted. The reality of the situation is that the tenements are the living quarters of **Quintis Sevaneri** (N; male half-elf rogue 1/ ranger 6/ shadowdancer 5). Quintis uses wind pipes, reeds and minor arcane spells to eerie breezes and ghostly whistling sounds to scare away all but the most fearless of explorers.

While Quintis was away helping his adventuring allies fight back the forces of Iuz in war torn, Tenh his family was murdered in these very tenements from some 10 years ago. Quintis has returned to the area to

the area to investigate these murders.

Unbeknownst to even Quintis, a small group of wraiths inhabit the lower floor of one of these buildings. As the building has almost completely collapsed, he has yet to investigate it. The house is actually the former dwelling of a group of demonic cultists who sought favor with the Demon Prince Demogorgon. When the murders in the tenements occurred this group was to blame, but rather than reward his adherents, Demogorgon cursed them to become dread wraiths and delighted as they fell upon one another as the roof to their dwelling caved in, burying them alive.

N3) The Mordant Coin

Even from the street any passersby can tell that this tavern is rough. The tavern's sign bears the image of a shaved coin, and it hangs precariously from a single chain. The heavy, banded-iron bronzewood front door muffles most of the sound coming from within. The interior of the inn smells of mold, mildew and dust. However, its patrons do not seem to mind as they drown their sorrows in tankard after tankard of alcoholic beverages served by **Lavinia Witherslyn** (CN; female human rogue 2/ cleric 4 – Kurell). Lavinia inherited the tavern from her uncle shortly after a lover abandoned her on the streets of Leukish with nothing but the clothes on her back. It was due to this jilting that she adopted the worship of Kurell and has since used the tavern as a front for her faith. Lavinia tends to the embittered souls of the city and fills their glasses and minds with thoughts of revenge.

N4) Sanctuary of Calamitous Intent

This ramshackle hostel is home to the clerics of Ralishaz. The clerics of Ralishaz seek out the downtrodden and unlucky (typically those leaving their rivals clutches at the Den of Norebo) and offer them room and board for the night. The sanctuary is currently run by **Quartermaster Xefil** (CN; male half-orc cleric 3).

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New Language Thieves Cant

This secretive and closely-guarded language of slang, gestures, signals, and body language was developed by Thieves' Guilds throughout the Flanaess centuries ago and remains in use to this day. The cant is used by the local thieves and assassins guilds of Seltaren, as well as by many of the Seekers, to identify marks and each other on the street to prevent any in-fighting where possible.

This language may be treated as a Class-Related Language skill for Rogues native to the area. A successful Knowledge (local) skill check DC 20 identifies a user of the language, though without an understanding of the language itself, nothing more may be discerned.

N5) Tenement Square

This run down square of tenements is run by a collusive manager named, **Royce Dunglen** (LE; male human expert 3, innkeeper). Royce will rent out any of his rooms to anyone who has the money, though the prices for the common room are exorbitant enough to drive out all but the most desperate for privacy. Royce is unconcerned about the needs of others, placing his own needs first. The only way to get to Royce is by threatening him with violence or to report his actions to the Lord Mayor himself. Then his demeanor will soften, to the fulfillment of their every need.

N6) Arena of the Brawler

Heavy stone fortifications surround an open air training arena with living quarters for residents. Within these walls the honored of Kord's followers train in martial skills and perform feats of Strength and fortitude to gain their god's favor. The current headmaster is **Vergar Fehlinar** (CG; male human fighter 4/ cleric 7). Vergar maintains the arena and training facility for any who wish to train here. Training costs 100gp and requires one full week per level of the character being trained. This fee may be waived if the character can best Vergar himself at a feat of strength.

N7) Old Maure estate

Stone walls and dark iron gates bar entry into this ancient estate. Dim continual lights issue forth from the ancient blackened walls of this manor house and its walled courtyard. The estate was built hundreds of years ago by the original settlers of Nadirburough. Since the original family members have either died or vanished, the estate was inherited by lesser cousins of the same line who summarily took up the Maure name.

The current steward and resident of the estate is a lazy, self-important man named **Alleziandyr Maure** (LE; male human aristocrat 7/ wizard 3). Alleziandyr is totally dependant on the servants of the Maure estate. He refuses to seek trade elsewhere and fails to acknowledge that Seltaren is failing, believing the city is self-sufficient and needs no trade with foreign nations, much less the elves of the Celadon.

N8) Archives of House Maure

Several grand archways lead to an overgrown garden wherein lie the ruins of an ancient arena at the edge of the Old Maure estate. A dais lies at the center of an amphitheatre which rises 15 above the surrounding area.

The steps can comfortably seat up to 60 people. At the far end of the arena is a smashed stone statue. Under the floor of this arena are several collapsed passages and a hidden stone door that leads to a storehouse of the Maure family. Hidden within the damp depths of the storehouse lies an ancient magic circle carved into the stone of the ground; its outer ring engraved with sigils of arcane nature. If these sigils of the outer circle are all properly aligned they will activate a *teleportation circle* that transports anyone within the confines of the circle to the Great Hall in Maure Castle, so long as the proper command word is spoken.

Warehouse District

This district is probably the driest of Lower Seltaren. Here merchants and traders enter the city through Westgate. Each traveler entering through this gate is inspected and questioned.

W1) Municipal Storehouses

These large stone warehouses store the food and other supplies necessary to keep the city in the winter months. However, many of these buildings are in dire need of repair. Many of the floors have succumbed to sinkholes and the flagstones in even the stoutest of the buildings are crumbling. Further, the walls and ceiling have begun to bow in many of them, resulting in a severe loss of stores.

The current manager(rumored to be a fall-over drunk) is named **Stumpy Axegrinder** (LN; male hill dwarf fighter 6) who insists that the city council should either repair or rebuild these buildings. Given his reputation however, the council has yet to set aside funds for this purpose and likely will not do so until there is a major catastrophe.

W2) City Stables

These stone pillared stables have been recently rebuilt with new wooden stalls, troughs, and with an on-site farrier named **Katrinka Neylan** (CG; female high elf scout 9). Katrinka cares for and trains all the horses, while retaining a small staff of twenty groomers and ostlers to tend for the over 200 stalls here.

W3) Safehouse of the Seer of Urnst

Many of the residents of this district assume this house is haunted, for nobody ever sees anyone go in our out, except when the city guard comes to haul off some hapless fool who has wandered to close to its portals. The building itself is unassuming, resembling any of the other stone edifices surrounding it. A simple arch leading to an enclosed front foyer marked with faded glyphs is the only indication that the building is the property of a powerful wizard.

In truth, this building was where Eli Tomorast and the Seer of Urnst first met and plotted to make their move on Maure Castle, securing its secrets for themselves. Though the house has seen little use in over 20 years all of its wards are still intact; the most deadly of them being the *phantasmal killer* traps located on each of the shutters and doorways of the building.

W4) The Travelers Lodge

One of the few wooden buildings in this district, the Travelers Lodge was built in the second boom of the city during the mid-300's CY and has been remodeled many times. The inn is a common resting place for road-weary travelers and is often frequented by the followers of Fharlanghn. The inn's prices are affordable and its staff run by the retired cleric **Hugo Cessenrdos**(NG; male human cleric 5 of Fharlanghn) who is very open and friendly.

The Travelers Lodge is by far the best inn in the city for the price, and is often a meeting place for those looking for traveling company or who are in search of adventure.

W5) City Bathhouses

These bathhouses feature chalky white pillars and arched doorways decorated with silver embellishments. The baths are busiest during festival time, and nobles often host parties here for their children. Most of the traffic here at any other time is from travelers who come to relax and rest a short time before striking out on the road again. The baths offer private areas, scented oils and soaps. Pleasurable company is permitted for a price.

The baths are managed by **Renye Davynporte** (N; female human wizard 3) and **Hugeo Davynporte** (N; male human fighter 3) who act as the eyes and ears of Warnes Starcoat and the ducal court of Urnst in the city.

W6) Whittling Wheel and Wainright

This teamster's establishment is run by **Merdel Sonje** (NE; male human expert 2, bullwhacker). Merdel is a Baklunish man whose only goal in life is to make money on the backs of others. Rumors suggest that he is an agent of the Mouqollad Consortium and is scouting out ripe markets for them in the east.

W7) Wehryn's Brewery

This thick-walled stone building is home to the city's largest distillery and brewery. The brewery features some of the finest braumeisters in the Duchy, making everything from dwarven spirits to fine bottles of elven wine. The brewery makes quality ales and stout mead (which are usually watered down by unscrupulous tavern keepers throughout the city). The brewery has been maintained by the Wehryn family for centuries; its current owners are **Makarius** (NG; male human expert 5– brewer/ distiller) and his daughter **Prescellia** (NG; human female expert 2 /cleric 2 of Wenta – brewer/ distiller)

W8) Rhek's Blacksmith and Armory

Home of the best metalwork to be found in Seltaren, Rhek's shop is always stocked with dozens of hand-crafted elven bows, swords, armor and various sundry goods to be used by any adventurer.

Rhek (N; male human expert 8 - metal smith) is an honest and blunt man, and as such his dealings always benefit both parties. Rhek's shop is also known to deal in rare metals, and if he doesn't have the item in stock already he will gladly work a piece of metal into the desired shape for his regular fee, as well as a sample of the metal to be forged for his own personal collection.

Whispering Falls

The great Lukala River spills into Lake Seltaren as the Whispering Falls. The whistling sound of the falling water can be heard throughout this district and well into Nadirborough.

At the center of the misty lake is a large white marble fountain in the shape of a dragon that spouts water from its mouth as it flows from the Whispering Falls into the confluence of the grand Lukala River. Few are aware that dwelling at the base of this statue is an *aboleth mage* that controls the waters and keeps it free from the filth and refuse that issue forth from Nadirborough.

L1) Market Square

This bustling area features dozens of tiny shops and stands loaded with all manner of perishable goods and common wares. The market is open at all waking hours of the day and is patrolled by the Duskwardens due to the high amount of theft by local thieves and cutpurses. The Duskwardens immediately haul away anyone caught stealing from the citizens or merchants of the city.

L2) Auditorium of the Vibrant Song

Sitting close to the falls, this domed building receives a steady rainbow of mists that make the hanging gardens of this temple flourish. Inside, the domed crystal ceiling projects a prismatic spray of color onto the walls and floor. Here many oak benches surround a center stage where all manner of musicians and storytellers none their art. The hall is open during daylight hours and serves as a shelter for traveling or wayward women of any race. The current songmaiden is **Alya Ninchord** (NG; female human bard 4/ cleric 5 of Lydia). Alya maintains the sanctity of these halls and often sings to young children or sits in on classes teaching women and children to read. Alya also permits worshippers of Fharlanghn to rest here if the Traveler's Lodge is booked for the night.

L3) Potent Herbs and Mageware

Arcane symbols decorate the doorway to this small shop which is surrounded by flourishing herb gardens. Inside the shop is lined floor to ceiling with shelves of merchandise. A glass counter with some of the more delicate artifacts available is tended by a young Suel wizard named **Valkaren Malerth** (N; male human wizard 8). Valkaren recently inherited this shop from his grandfather while off adventuring in the Cairn Hills. The shop caters to spell casters of all sorts, with no bias towards any school of thought. The shop is known to dabble in small trinkets and baubles but specializes in obtaining and stocking all manner of spell components, herbal cures, and alchemical tools. The prices are always fair and Valkaren keeps all of the stock in specially made and well secured cabinets which serve to protect their contents from spoiling.

The City Sewers

At the sides of many of the roads and alleys throughout the city are shallow channels which carry liquid waste and runoff to the underground sewers of Old City. The sewer system runs throughout the city, under every main street, and flows into an underground lake that is tended by a small cabal of druids from the Celadon Forest that long ago agreed to purify the water and tend to these underground environs, so long as the city's residents leave them in peace. The current hierophant is *Aquella Ghaeledri*; N; half-elf female druid 7.

L4) The Silvery Whimsy

Harmonious tunes, melodies and sounds of revelry can be heard emanating from this old stone building whose doors and shutters are always open to the fresh air.

Inside several tables are arranged in concentric circles around a center stage. At the far end of the building is the bar whose shelves flank a small shrine to the Laughing Rogue. The tavern is run by **Shyrla Wyelli** (CN; female halfling rogue 2/ cleric 3 – Olidamarra) and a small staff of various races who all follow the same ethos. Shyrla permits bards, musicians, and storytellers throughout the city to ply their trades here, and the tavern also serves as a place to wind-down and relax amongst friends.

L5) The Ardent Den of Fortunes

One of the few wooden structures in the Falls district, this building features a slate roof and heavy shutters and doors. Inside the building features a large common room and several adjoining rooms for various games of chance. All of these activities are overseen by the keen eyes of the clerics of Norebo. The gambling hall is open from dusk until dawn.

Above the common hall are several private rooms for patrons requiring privacy or just a good night's sleep. Beneath the hall are a well stocked wine cellar and several meeting rooms for private games. The gambling hall is run by **Dagyn Phoreus** (CN; male human rogue 4/ cleric 5) from the private rooms behind the bar, where a shrine to the god of gambles can be found.

L6) The Falls, City Park

Surrounding the lake formed by the 70-foot tall plunge waterfall known as the Whispering Falls are the beautiful gardens of the city's major park. Here constant mists from the falls keep much of the plant-life here lush, while pleasant gravel paths and marble benches create the ideal environment for those seeking their own council. Further away from the falls are several carved wooden gazebos covered with ivy where families and small groups of people gather for daytime revelry.

L7) Residence of Xaxalander Deravnye

Ivy and vines are arranged to embellish and differentiate the outside of this house from its neighbors. While the house is not lavishly appointed, many of the furnishings and décor are of elven craft. The most dramatic piece however is a large tapestry that covers a full 10ft. square section of one wall. This tapestry depicts a great battle between elves and orcs within a narrow mountain pass.

This art piece is the oldest possession of **Xaxalander Deravnye** (N; male high elf rogue 19) and is one of his most treasured possessions. The tapestry was a gift from the royal court of Celene for his exemplary service during the Hateful Wars.

L8) Residence of Valerius Tolaesur

From the outside this residence looks similar to the others surrounding it. The interior however is a different story. Tapestries and art decorate the walls of room and the polished wooden floors are all covered with woven Baklunish rugs. Each room is lavishly furnished as if it were a palatial estate. Its owner, **Valerius Tolaesur** (NG; male human fighter 4/ swashbuckler 11) would have it no other way.

Starborough, Imperial District

Named for the time when the Malachite Throne once reigned over these lands, this district exhibits the classic Oeridian stone architecture seen in many cities of the Great Kingdom. Further, older Suel buildings and even carved wooden buildings line the streets, reflecting upon a time when the Suel and the elves of the Celadon once worked in conjunction with one another.

S1) Grand Archival Library of Seltaren

Originally built by the first Maure settlers in the Nadirburough district and then moved to the Imperial District by the bureaucrats of the Great Kingdom, the Grand Archival Library is of great import, especially regarding its historical records of the time prior to the Aerdi dominance of the land. Many records of the Maure lands and their Suel descendants still reside here, meticulously safeguarded by the archivists of Seltaren.

The library is often visited by traveling clerics of Wee Jas and Lendor. The current archivist is **Gabel Chasemeresce** (LN; male human archivist 7 - Lendor)

S2) Court of Quintessence

This grey and white-speckled domed marble building features many large columned pillars and arches on pedestals. The building acts as the court of Seltaren and is presided over by the lord mayor and the cities leaders. The public is allowed to view the proceedings unless the judges decide that the case is closed to the public. Such cases include those dealing with the recent influx of thieves from Leukish.

S3) Lodge of Merchants and Traders

This white and black-speckled marble building once belonged to the Imperial Guild of Surveyors and Explorers from Rauxes. The grand-pillared building features great carved stone archways and bears the symbol of a merchant's scales on the sign out front of the building. The Lodge acts as a trading post for all merchants and traders wanting to exchange their currency for any other form of currency originating from locations in the Central Flanaess.

The lodge is maintained by a scrupulously miserly old man named **Hern Drenlecion** (LN; male human cleric 8, Zilchus). Hern has been in the business for the last several decades and is well-respected throughout the city. Hern keeps on staff a number of pages and scribes to relay information on potential customers to the local businesses, and even has the Duskwardens on retainer. When adventurers or those with money to burn enter the city, Hern dispatches his pages to inform the city's businesses, who immediately inflate their prices to deal with the influx in foreign gold and treasures.

S4) The Duskwardens of Seltaren

This rough stone building is the headquarters of Seltaren's city guard, called the Duskwardens. At all times there are guards here and on patrol throughout the city. A typical shift consists of 2 captains (7th-level fighters), 6 lieutenants (5th-level fighters), 12 sergeants (3rd-level fighters) and 100 regular infantry; with another 300 conscripts being available at short notice.

The Duskwardens are led by the commandant of the guard, **Kreios Lohelinar** (LG; male human paladin 5/ gray guard 10). Kreios is a fervent believer of the teachings of St. Cuthbert. He also understands that crime needs to be dealt with swiftly, and sometimes that means getting your own hands dirty. Kreios is on good terms with the Lorinar and Marius families.

S5) Shining Citadel of Pelor

This grand and elaborate temple to Pelor is a masterpiece of Oeridian architecture. Built more than 200 years ago, this sandstone building still retains its original yellow color. The arched doorways of the building are decorated with the holy symbol of Pelor which are overlaid with white-gold leaf. High Matriarch *Yvellia Neutelli* (NG; female half-elf cleric 6/ radiant servant of Pelor 10) leads the congregation here in praise of the Shining One on every Godsday, and aids those in dire need who enter the temple. The clerics of the temple do not look favorably upon those who would take advantage of others and will promptly throw out anyone bullying other parishioners.

S6) The Seekers Lodge

Being home to the oldest Seeker lodge accords Seltaren a unique place in the Society. It remains the home of Octavus Marius, descendent of the founder of the society, and its libraries are probably the most extensive of any Seeker lodge. The former Seer of Urnst was reputably a high-ranking member of the order based out of this lodge until his disappearance following the Ghost Tower expedition. The fall of the Seeker Eli Tomorast and his quest for the *tome of the black heart* is still the talk of the order here and remains a cautionary tale.

Seltaren's lodge is one of the oldest and stoutly constructed buildings in the city. Built from solid granite with strong supporting pillars and reinforced bronzewood doors, the lodge has weathered the years better than most structures within the city. The lodge houses rare and unique Suel tomes not found in any other place in the Flanaess. Contained within the catacombs below the library is one of the greatest collections of Suel, Flan, and Oeridian artifacts and knowledge in the whole of the. Among these artifacts are various pieces recovered from Maure Castle itself.

Marius and the Seekers of this lodge are always on the lookout for rare and expensive tomes, scrolls, and other lore. They are particularly interested in Ur-Flannae and Suel artifacts that may be found in

S6) The Seekers Lodge

Being home to the oldest Seeker lodge accords Seltaren a unique place in the Society. It remains the home of Octavus Marius, descendent of the founder of the society, and its libraries are probably the most extensive of any Seeker lodge. The former Seer of Urnst was reputably a high-ranking member of the order based out of this lodge until his disappearance following the Ghost Tower expedition. The fall of the Seeker Eli Tomorast and his quest for the *tome of the black heart* is still the talk of the order here and remains a cautionary tale.

Seltaren's lodge is one of the oldest and stoutly constructed buildings in the city. Built from solid granite with strong supporting pillars and reinforced bronzewood doors, the lodge has weathered the years better than most structures within the city. The lodge houses rare and unique Suel tomes not found in any other place in the Flanaess. Contained within the catacombs below the library is one of the greatest collections of Suel, Flan, and Oeridian artifacts and knowledge in the whole of the. Among these artifacts are various pieces recovered from Maure Castle itself.

Marius and the Seekers of this lodge are always on the lookout for rare and expensive tomes, scrolls, and other lore. They are particularly interested in Ur-Flannae and Suel artifacts that may be found in neighboring states.

S7) Spire of the Ruby Sorceress

This is by far one of the most impressive buildings in Seltaren. Built from red sandstone, this tower features window and door frames/ lintels made of red jasper, red slate roof shingles, and rose quartz skylights.

By contrast the interior of the building is decorated with royal-purple tapestries embellished with images of the goddess Wee Jas. Furthermore, chromatic embellished furnishings, railings, and a mirrored altar adorned with small rubies complete the elaborate shrine to the Lady of Book and Bone. The other rooms of the tower consist of various laboratories, living quarters, the grand library, and the scribing hall, all of which are open to those who make donations to the Ruby Sorceress.

The current headmistress is Lady **Averina Maure** (LN; female human wizard 5/ cleric 5/ mystic-theurge 6). Lady Averina is a strict and dedicated woman who wants nothing to do with the Maure legacy and refuses to live in the Maure estate where her brother now lives.

S8) Safehouse of the Citadel of Eight

This unassuming bronzewood cabin is actually one of the safehouses that Mordenkainen and the Citadel of Eight used during their excursions into Maure Castle. The five-room cabin, complete with wine cellar, is warded with a *guards and wards* spell as well as *arcane lock* on all of the shuttered windows and the door.

Overlook Summit

O1) Daemonfury estate

A great black–iron gate and basalt walls bar entrance into this grand estate. Built by the Daemonfury Oeridian noble family in the mid 300's CY, the estate was intended to keep them far from the grasp of the old Great Kingdom where things were taking a turn for the worse.

The estate is still tended by the last scion of that family. The **Lady Azira Daemonfury** (CG; female human rogue 2/ sorceress 14) who follows her family's legacy by attempting to keep trade alive here and throughout Seltaren. Lady Azira is on good terms with the elves of the Celadon forest and seeks to further her relations with them by working towards establishing an official trade agreement between the elves and the council of Seltaren.

O2) The Dragon's Dive

This exotic tavern and boardinghouse is rumored to have the best food and drink in the city. The costs are reasonable for all but the rarest delicacies. The common area is usually crowded from the afternoon up until the late hours of the evening.

The Dragon's Dive also offers comfortable private rooms with room service for guests, and breakfast is included in the charge. Room costs vary according to the number of occupants per room, but are often comparable with the city's other inns. The Dragon's Dive also allows courtesans to frequent the establishment so long as they do so on a regular basis.

The current owners are two friends who are honest, retired adventurers named **Kirana** (CG; female half-elf rogue 10/ ranger 8) and **Arjyros Jayantaz** (N; male half-silver dragon fighter 10). Both work to keep the business running smoothly and do not tolerate rabble-rousers.

O3) Lord Mayors estate

Among the first buildings built during the Imperial Age of the Aerdy occupation was the Lord Mayors estate. The estate features strong Aerdy stonework and elven woodcraft blended in such a way that the surrounding buildings and groves can barely be distinguished from one another.

The current resident of the manor is Lord **Andrastis Zolinth** (N; male human rogue 10/ ranger 3). Lord Andrastis is a longtime friend of Duke Karll Lorinar, and he has fought and trained side by side with the Warden of the Abbor-Alz many times in his early years. Lord Andrastis fought at the Battle of Emridy Meadows, and during the Greyhawk Wars at the Battle of Critwall Bridge. It was due to this honored service that he was appointed Lord Mayor of Seltaren several years ago by Duke Karll. Like his old friend, Lord Andrastis plans to root out any thieves trying to form guilds in the city.

O4) Marius estate

Grand gardens and vineyards surround this large manor house where the current patriarch of the Marius family Octavus Marius lives. Here outside of the Seeker lodge, Octavus Marius rests and works to broker deals to insure the future of Seltaren and the Seekers.

The interior of the manor is lavishly furnished and decorated with art, finery, and treasures plundered over the centuries. Unbeknownst to even Octavus, even deeper secrets lie underneath the manor itself. Networks of caverns that extend under Overlook Summit to

Whispering Falls were used by the Seekers during the Aerdy occupation of Urnst in the late 200 – early 300's CY. The tunnels were primarily used by the Marius family and the Seekers to smuggle treasures and wealth into the city without paying the required taxes. The caverns were also used to hide many disreputable personages wanted by the Aerdy crown.

O5) Skysummit of the Wind Archer

This strange building dedicated to the god Phaulkon is literally built into and on top of the cliff-face of Overlook Summit. The building is of classical Suel design with many arches and domes, featuring an open air courtyard overlooking the city. There are also several aviaries on the upper levels. The current skymaster **Aeron Salinar** (CG: male human ranger 4/ cleric 5 – Phaulkon) trains all manner of falcons and flying creatures and is rumored to have his own personal griffon as a mount- a gift he received from the elves of the Celadon Forest many years ago.

O6) Lorinar estate

Situated at the end of a sandy trail among groves of trees is the large stone manor house of the Lorinar family. The estate acts as a sanctuary for the rangers of Urnst and any elven dignitaries that are visiting the city. The current resident of the estate is **Vasyl Lorinar** (CG; human male fighter 11) who is a second-cousin to Duke Karll Lorinar.

Vasyl has long been trying to establish a diplomatic treaty between the elves of the Celadon and the Council of Seltaren. Vasyl makes no qualms about revealing his dislike of the nobles of the Tyrani-Crix estate and Alleziandyr Maure. If given the chance, and consent by his cousin, Vasyl would use intimidation to force them to fall into line.

O7) University of the Grand Arcanamacha

Surrounding this rather large estate is a wooden palisade that keeps danger in as well as out. These expansive training grounds are home to **Nessir Kyrathi** (N; male human ranger 3/ fighter 4/ suel arcanamach 4) who maintains the facility and trains aspiring students in how to defeat and disable enemy spellcasters through the use of ancient Suel techniques. The university features several stone and wooden buildings. The three stone buildings here are used for training and study, while the wooden buildings act as dormitories and residence halls. The school is open year round and training typically starts in the spring months and ends in early winter. During the winter, all training and study are held in-doors. It is during these times that students study the inner workings of the arcane arts.

O8) Tyrani-Crix estate

This grand estate is filled with groves of tress, gardens, and small fields. The estate is tended by over a hundred servants and groundskeepers. The manor house sits deep in the shade of the surrounding trees. Nothing grows within 30 feet of the house, where the ground is covered with rocks and beds of pine needles. The house is made of deep forest pine and stone with a single flagstone path leading to its enclosed wooden porch.

The current resident of this estate is a miserly old man named **Siviri Tyrani-Crix** (NE; male human aristocrat 5). The Tyrani-Crix family made a fortune trading with the Maure and Marius families, as well as the Seekers. Siviri is aware of the true state of the city and that the elves refuse to trade with it due to his family's machinations. However, Siviri simply doesn't care and ignores all summons to meetings and all requests from the Council dealing with such concerns.

RUMORS AND WHISPERS

After watching each other from the shadows for years, **Maldin** (N male human rogue 2/ fighter 1/ wizard 10/ eldritch knight 9/ archmage 2) has struck an agreement with the Seekers that permits those in need of higher arcana training to take up an apprenticeship with the wily mustachioed archmage. In return, Maldin has been granted full access to any of the Seeker libraries and special research privileges regarding any information on Zagig's activities within the castle prior to his disappearance.

Following an expedition into Maure Castle, **Malaketh** (N male human wizard 19/ archmage 1) returned several lost documents of the late Seeker Kerfane to the Seeker Lodge in the city of Seltaren. In return, the Seekers granted him access to their libraries in that city. Recently, he has taken up visiting the Seeker Lodge, offering spellcasting services and free sage advice to any Seekers on their way to the Ruins of Castle Greyhawk in exchange for any notes, spellbooks, or lore regarding the late Zagig Yragerne.

Several different groups have been trying to garner a trade agreement with the elves of the Celadon forest and re-establish old trade routes to Leukish, Greyhawk City, and Hardby. Recently, representatives of each of these cities visited Seltaren, only to be rebuffed by several of its nobles. These representatives still have an interest in business dealings with Seltaren, though they refuse to deal with many of her nobles until they come to see reason.

Further, the elven agent of the Celadon forest, **Alexendrye Hawksmoon** (NG; male high elf duskblade 4) has all but ended communications with the city's council due to heavy lumbering within Celadon. The elves ask that the lumbering stop until the druids of the region can devise a means to keep the forest from shrinking due to the excesses of the Tyrani-Crix family through the centuries.

The Scarlet Brotherhood, once a menace throughout the Flanaess, has been forced to withdraw from much of the land they acquired during the Greyhawk Wars. Many Scarlet Brotherhood agents have made their way to the Maure region and the city of Seltaren, where they plan to worm their way into the good graces of the corrupt nobles of the city.

One such agent, **Ralynyst** (NE; male human sorcerer 1/ wizard 5/ ultimate magus 1) has taken up residence in the Maure estate as Alleziandyr's own personal court

wizard. Unbeknownst to the pompous noble, Ralynyst has been giving him alchemical poisons and been using suggestion spells to weaken his will. Ralynyst hopes to eventually force the nobleman into giving him the estate. As Alleziandyr's sister Averina wants nothing to do with the estate, he may very well succeed unless someone on the council takes notice of his strange behavior.

Grey-robed mages appeared in the city some time ago asking questions about a man named Nessir Kyrathi. The mages were later identified as agents of the Silent Ones of Keoland who were looking to arrest Nessir for spreading the secrets of the Suel Arcanamachs. The city council has refused to apprehend Nessir as he helps train many of the Seekers and the soldiers within the city in disarming spellcasters in combat. **Alundil of the First Born** (N; male human wizard 10/ silent one 3), the senior member of the Silent Ones, continues to watch Nessir while he awaits orders from the Lonely Tower.

Of all the noble families of Seltaren, three have chosen to move outside the city to manage their own estates without all the fuss of city life. The Arginar, Durnix, and Kressel estates are all located several miles from the city. Each is surrounded by fields and groves of fruit trees, the produce of which they sell to the city. These nobles each vie for positions of power and actively work against each other.

The Arginar family, longtime rivals of the Lorinars, has been trying to discredit that noble family. They have even gone so far as to fund the Consortium of Acquired Merchandise and other black market smuggling operations to gain their allegiance. Lord **Verrus Arginar** (NE; male human aristocrat 7) has even stooped to hiring assassins and thieves to strike at his rivals and has worked with several of the temples involved in the Temple Coalition Revolt to gain their support.

The Durnix family has long had a strong dislike for the followers of Zilchus and secretly works against them. Lord **Velspar Durnix** (LN; male human expert 3/ aristocrat 2 - moneyhandler) wants to take control over the assigning of all the merchant charters granted through the Lodge of Merchants and Traders in the city. He has long been trying to establish a stronger power base for Bralm within the city and hopes to eventually supplant the Zilchans completely.

The Kressel family has long been interested in lumbering the Celadon for the wood the city needs for its fires, and for building materials among other things. Lord **Anterrus Kressel** (NE; male human aristocrat 4) endeavors to work out a charter with the elves that would favor his family above all others; placing them in charge of one of the city's major imports.

MAJOR PERSONAGES OF SELTAREN

Averina Maure

Averina was quite the adventurer in her day, seeking out arcane lore throughout the Flanaess and well beyond into the Sunela Coast. Averina retired shortly after the Greyhawk Wars in 587 CY and took up residence in the Duchy of Urnst until she was supposedly summoned by Wee Jas herself to take on the position of high matriarch of the Spire of the Ruby Sorceress in Seltaren. Here she now makes good use of her years of experience in managing the city's influx of artifacts, arcane lore, and records of other deeds of import for her goddess.

Averina is now fifty-years old, though she doesn't look a day over thirty. She dresses in fine black gowns and silk dresses embellished with fiery patterns which she wears under her open-fronted grey robe of the archmagi. Averina has fiery golden yellow hair with a single silver streak on the left side of her face. She has glimmering sapphire eyes and a wicked, crooked smirk that serves to draw to her even the chastest of men.

Averina Maure CR 17

Female human wizard 5/cleric 5/mystic theurge 7 of Wee Jas
LN Medium Humanoid
Init +7; **Senses** -; Listen +5, Spot
Languages Ancient Suloise, Common, Draconic, Dwarven, Elven, Undercommon

DEFENSE

AC 20, touch 15, flat-footed 17
hp 101 (17 HD)
Fort +13 **Ref** +13 **Will** +22

OFFENSE

Spd 30ft.
Melee *+1 dagger* +9/ +4 (1d4+1, crit 19-20/ x2)
Ranged *+1 dagger* +12/+7 (1d4+1, crit 19-20/ x2)
Base Atk +8; **Grp** +8
Atk Options quicken turning
Special Atks death touch 1/day (+8 melee, 5d6 damage); rebuke undead 6/day (+3, 2d6, 12th)
Combat Gear *rod of lesser quicken metamagic*, wand of *dispel magic* (18 charges, CL 5)
Wizard Spells Prepared (CL 12th; +11 ranged touch, +12 vs. SR)
6th - *mislead*, persistent *bear's endurance*
5th – *cloudkill* (DC 20), *dominate person* (DC 20), *mind fog* (DC 20), *teleport*
4th - *greater invisibility, phantasmal killer* (DC 19), *scrying, stoneskin*
3rd - extended *cat's grace*, *fireball* (DC 18), *fly, haste, protection from energy*
2nd - *invisibility, mirror image, scorching ray* x2, *web* (DC 17)
1st - *burning hands* (DC 16)*, charm person* (DC 16)*, magic missile* x2, *sleep* (DC 16)*, true strike*
0 - *detect magic, light, message, prestidigitation* (DC 15);
Cleric Spells Prepared (CL 12th; +11 ranged touch, +12 vs. SR)
6th - *greater dispel magic, heal, hold monster*[DL] (DC 21)
5th - *atonement,* persistent *divine favor*, *flame strike* (DC 20)*, slay living*[D] (DC 20), *true seeing*
4th - *cure critical wounds* x2, *death ward*[D], *dismissal* (DC 19), *neutralize poison*
3rd - *cure serious wounds* x2, *dispel magic, remove curse, remove disease, speak with dead*[D] (DC 18)
2nd - *aid, augury, cure moderate wounds* x2, *gentle repose*[D], *hold person* (DC 17)
1st - *bless* x2, command x2 (DC 16), *cure light wounds* x2, *deathwatch*[D], *remove fear*
0 - *create water, guidance* x2, *purify*

food and drink, read magic x2
D/L – Domain (Law and Repose), Law Spell (+1 CL when casting this spell)

STATISTICS

Abilities Str 11, Dex 16, Con 14, Int 20, Wis 20, Cha 17 +2 inherent bonus to INT and WIS

SQ spontaneous casting, summon familiar

Feats Combat Casting, Empower Spell, Extend Spell, Improved Initiative, Lightning Reflexes, Persistent Spell, Quicken Turning, Scribe Scroll[B], Spell Penetration

Skills Bluff +8, Concentration +21 (+25 casting defensively), Craft (alchemy) +8, Decipher Script +15, Diplomacy +17, Heal +11, Knowledge (arcana) +20, Knowledge (architecture and engineering) +6, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (history) +10, Knowledge (religion) +20, Knowledge (the planes) +15, Profession (bookkeeper) +6, Sense Motive +13, Speak Language +1, Spellcraft +26.

Possessions combat gear, *+1 dagger, robe of the archmagi, ring of protection +2*, fireproof spellbook, true holy symbol, masterwork healer's kit, spell component, diamond dust

Spellbook: prepared plus, 0 - 3 all PH, 4th -*charm monster, dimension door, greater invisibility, phantasmal killer, scrying, stoneskin*; 5th - *cloudkill, dominate person, mind fog, teleport*; 6th - *analyze dweomer, chain lightning, contingency, mislead*

Octavus Marius of Seltaren

Tav Marius, short for Lord Octavus Marius, is a direct descendent of society founder Jon Marius. He is also perhaps the Seeker most steeped in the society's lore, its secrets, and practices, and thus is often sought out his advice.

Octavus is youthful and vibrant for a man of thirty-five years of age. He dresses in all of the latest fashions and styles of Suel nobility. He has sandy-blonde hair with a full beard that is kept well trimmed and blue-hazel eyes. Rumors from outside the Seekers say that he is possibly being groomed for possession by his Uncle.

Marius of Seltaren **CR 13**

Male human bard 12/loremaster 1
NG Medium Humanoid

Init +5; **Senses** -; Listen +15, Spot +1

Languages Ancient Suloise, Common, Draconic, Elven

DEFENSE

AC 29, touch 17, flat-footed 24

hp 118 (13 HD)

Resist fire 5

Fort +12 **Ref** +17 **Will** +14

OFFENSE

Spd 30ft., 40ft. (*boots of striding and springing*)

Melee *+1 dancing short sword* +15/+10 (1d6+4/crit 19-20/x2)

Ranged masterwork light crossbow +15/+10 (1d8/crit 19-20/x2)

Base Atk +10; **Grp** +11

Special Atks bardic music uses (12/day), countersong, fascinate inspire competence, inspire courage (+2), inspire greatness, song of freedom, suggestion

Combat Gear *boots of striding and springing*

Spells Prepared/ Known (CL 13th, +13 vs. SR)

5th (1/day) - *mind fog* (DC 23), *song of discord* (DC 23)

4th (3/day) - *break enchantment, cure critical wounds, legend lore, rainbow pattern* (DC 21)

3rd (5/day) - *clairaudience/ clairvoyance, charm monster* (DC 21), *cure serious wounds, haste*

2nd (5/day) - *cure moderate wounds, eagle's splendor, locate object, tongues*

1st (5/day) - *comprehend languages, cure light wounds, identify, tasha`s hideous laughter* (DC 19)

0 (3/day) - *detect magic, ghost sound* (DC 17), *lullaby* (DC 18), *message, read magic, resistance*

STATISTICS

Abilities Str 12, Dex 20, Con 18, Int 20, Wis 12, Cha 25

SQ bardic knowledge (17), secret of inner strength

Feats Craft Wondrous Item, Silent Spell, Skill Focus - Knowledge (arcana), Spell Focus (enchantment), Still Spell, Weapon Finesse

Skills Appraise +10, Balance +12, Bluff +17, Climb +6, Concentration +19, Decipher Script +10, Diplomacy +21, Disguise +12, Escape Artist +10, Gather Information +17, Handle Animal +8, Heal +2, Hide +15, Jump +17, Knowledge (arcana) +21, Knowledge (history) +15, Listen +15, Move Silently +15, Perform (oratory) +22, Sense Motive +6, Sleight of Hand +12, Spellcraft +22, Swim +12, Tumble +12, Use Magic Device +12

Possessions combat gear, *+1 dancing short sword, +4 leather, +3 light steel shield, cloak of charisma +6, vest of resistance +4, amulet of health +6, crimson dragonhide bracers* (+2 natural armor, fire resistance 5), *gloves of dexterity +4, ring of*

improved swimming, masterwork crossbow with 50 bolts, masterwork disguise kit, masterwork healer's kit

TACTICS

Marius has delved deep into the stores of the Seeker vaults and taken choice items for himself, especially those which complement his personal strengths. He typically favors using enchantment spells to control his enemies or pit them against one another, though if pressed into melee he uses his dancing sword and continues casting spells to keep his enemies separated. Marius is typically encountered with 2d4 Seekers whose levels and classes vary but never exceed his own. These may be assigned by the DM to fit the occasion.

Nessir Kyrathi

Nessir is a retired Seeker who is on amicable terms with the city's Seeker lodge, and often frequents it to recruit new students. Due to the strict regimen of his training and lack of funds of most within the city, Nessir often finds that scouring the streets for would-be adventurers improves attendance drastically. Though he cannot disclose the training his establishment provides to those on the streets due to a strict edict by the Lord Mayor and sanctions by the Silent Ones, he is more than willing to elaborate upon his services to those who visit his school in person.

Nessir is a middle-aged man who wears his armor nearly everywhere he goes. He appears as a gruff taskmaster but is very much a caregiver for those he takes under his wing. Nessir has graying blonde shoulder length hair and hazel-green eyes. He is always clean-shaven and keeps his equipment in pristine condition.

Nessir Kyrathi **CR 11**

Male human ranger 3/ fighter 4/ suel arcanamach 4

Complete Arcane 63

N Medium Humanoid

Init +9; **Senses** *darkvision* (if cast); Listen +6, Spot +6

Languages Ancient Suloise, Common, Draconic, Elven

DEFENSE

AC 22, touch 16, flat-footed 17

hp 112 (11 HD)

Fort +12 **Ref** +14 **Will** +11 endurance

OFFENSE

Spd 30ft.

Melee *+1 keen short sword* +15/10 (1d6+3, crit 17-20/ x2) and masterwork dagger +14 (1d4, crit 19-20/ x2) or *+1 keen short sword* +17/12 (1d6+3, crit 17-20/ x2)

Ranged light crossbow +15/10 (1d8, crit 19-20/ x2)

Base Atk +10; **Grp** +10

Atk Options Mage Slayer (+1 bonus on Will saves; spellcasters you threaten cannot cast defensively. MHB27)

Special Atks dispelling strike (1/day),

Combat Gear potion of *cure light wounds* (CL 1)

Spells Known (CL 4th; +4 vs. SR)

3rd (1/day) – *haste*

2nd (3/day) – *darkvision, mirror image*

1st- (3/day) – *protection from evil, shield*

STATISTICS

Abilities Str 11, Dex 20, Con 16, Int 16, Wis 12, Cha 16

SQ extended spellstrength, ignore spell failure 10%, tenacious magic

Feats Combat Casting, Combat Reflexes, Endurance[B], Improved Initiative, Iron Will, Track[B], Two-Weapon Fighting[B], Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Bluff +8, Climb +5, Concentration +14 (+18 casting defensively), Disguise +8, Escape Artist +10, Handle Animal +4, Heal +6, Hide +10, Intimidate +10, Jump +7, Knowledge (arcana) +5, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (the planes) +4, Listen +6, Move Silently +10, Ride +6, Search +6, Speak Language +1, Spellcraft +8, Spot +6, Survival +6, Swim +1, Tumble +17, Use Rope +6.

Possessions combat gear, *+2 mithral chain shirt, +1 keen short sword, ring of protection +1, cloak of resistance +1, gloves of dexterity +2*, dagger, masterwork light crossbow with 50 bolts, 48gp.

SPECIAL ABILITIES

Dispelling Strike (Su): Once per day, Nessir can attempt a dispelling strike with one normal melee attack. If he hits, he deals normal damage, and the victim is subject to a targeted *greater dispel magic*. Nessir's dispel check is 1d20 + 10.

Extended Spellstrength (Ex): The duration of any of Nessir's spells that he targets himself with is doubled, as if affected by the Extend Spell feat (but without any adjustment to the spell's effective level or casting time). Spells that target multiple targets are affected by this ability, but only Nessir gains the extended duration. Spells that do not have a Target entry are unaffected by this ability even if Nessir is the only one affected.

Tenacious Magic (Ex): Add 6 to the DC required to dispel Nessir's arcanamach spells.

TACTICS

Ever the clever tactician, Nessir never fights alone and if confronted will gracefully attempt to leave or tumble out of harm's way until he can summon up a force capable enough to overcome his foes or expose them to the public eye.

In combat, Nessir often looks to flank his enemies or to get behind their ranks to disrupt enemy spellcasters from casting spells against him.

Valerius Tolaesur

Valerius is a very individualistic man- a trait that draws ire from the nobles of Seltaren who consider him a renegade. Much of this sentiment stems from his unwillingness to build and staff a keep to defend the city's residents.

Valerius is always on the move, spending little time in one place, even his own home in Seltaren. He travels light, disdaining armor and encumbering equipment, preferring to depend on a few arcane devices and his own skill.

Valerius dresses like an Aerdi noble in lavishly colored and decorated clothing in the latest styles. His brown hair is cut to shoulder length and he has a slim, pointed moustache and goatee. He enjoys an extravagant lifestyle, spending on whatever suits his fancy at the time. When out of money, he will try all manner of

adventures to get more. Where it comes from does not always concern him.

Valerius enjoys the arts and will at times act as a patron. He is interested in peoples, ancient civilizations, and arcane lore. Many of his adventures are prompted by esoteric rumors of these things.

Valerius Tolaesur CR 15

Male human fighter 4/ swashbuckler 11

Rogues Gallery (1st-edition) 48, Complete Warrior 11

NG (CG) Medium Humanoid

Init +9; **Senses** -; Listen +0 (+13 with bracers), Spot +0(+13 with bracers)

Languages Common, Old Oeridian

DEFENSE

AC 23, touch 17, flat-footed 18 dodge, dodge bonus +2, mobility

hp 147 (15 HD)

Fort +17 **Ref** +13 **Will** +8

OFFENSE

Spd 30ft. acrobatic charge, spring attack

Melee *rapier of skewering* +22/+17/+12 (1d6+6, crit 15-20/ x2)

Ranged masterwork composite longbow (+3 Str) +21/16/11 (1d8+3, crit 20/x3)

Base Atk +15; **Grp** +18

Atk Options Combat Expertise, Improved Disarm, Improved Feint, improved flanking (+4 atk bonus when flanking), insightful strike (+2 damage bonus),

Combat Gear potion of *lesser restoration* (CL 3), potion of *cure moderate wounds* (CL 3)

STATISTICS

Abilities Str 17, Dex 20, Con 18, Int 14, Wis 10, Cha 16

SQ lucky (1/ day, you may re-roll any failed attack roll, skill check, ability check, or saving throw.)

Feats Combat Expertise, Dodge, Improved Disarm, Improved Feint, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse[B], Weapon Focus (Rapier), Weapon Specialization (Rapier)

Skills Balance +12, Bluff +20, Climb +8, Diplomacy +17, Escape Artist +15, Handle Animal +8, Intimidate +10, Jump +10, Knowledge (dungeoneering) +3, Knowledge (history) +3, Ride +12, Sense Motive +14, Swim +8, Tumble +22, Use Rope +6

Possessions combat gear, amulet of health +2, bracers of blinding strike (see below), gloves of dexterity +2, hat of disguise, rapier of skewering (see below), ring of protection +2, vest of resistance +2, masterwork composite longbow (+3 Str) with 50 arrows, noble's outfit, 25gp.

TACTICS

Unless he faces evil forces, he will offer to parlay with the party first before coming to blows. However, Valerius is also a connoisseur of battle and usually prefers to enter the fray with hit and run tactics; striking at an enemies flank and making his enemy come to him. At the same time, Valerius is no fool and knows when he is bested, if forced into a losing battle we will retreat or even surrender, though he favors escape over any form of capture.

NEW MAGIC ITEMS

Bracers of Blinding Strike

Price: 36,000gp
Body Slot: wrists
Caster Level: 12th
Aura: strong; (DC 21) conjuration
Activation: standard
Weight: 1lb.

DESCRIPTION

These black leather bracers with heavy grey stitching are reinforced with silver studs along the edges.

Crafted from rough leather, these bracers once belonged to an ancient monastic order from the lands of Mur. How they found their way deep into the Flanaess no one is sure. Valerius found these bracers while adventuring near Castle Greyhawk and has yet to part with them. Though Valerius is unaware of it, the spirit of a long-dead monk is bound to these bracers. The bracers also act as *bracers of armor +6* and allow the wearer to *haste* themselves 3 times per day.

The following abilities reflect the monks' spirit within, which typically seek to protect their wearer:

Senses darkvision 60ft., hearing, deathwatch; Spot +13, Listen +13

Languages Common, (empathy)

Hardness 3 **hp** 25 **Ego** 11

Abilities Str -, Dex -, Con -, Int 10, Wis 17, Cha 17

CONSTRUCTION

Prerequisites: Craft Wondrous Item, *haste, mage armor, trap the soul.*

Cost to Create: 18,000gp, 1,440 XP.

Rapier of Skewering

Price: 128,320gp / -
Body Slot: -
Caster Level: 16th
Aura: strong; (DC 19) transmutation and necromancy
Activation: standard
Weight: 2lbs.

DESCRIPTION

This lightweight and flimsy-looking sword has a hilt bound in leather straps and a cross guard made of strong iron.

Valerius found this item while adventuring near the Cairn Hills; the blade was once the possession of a bandit lord of the area up until Valerius liberated it from its previous owners clutches. The blade was crafted by the Rhennee people and bears a curse for anyone not of Rhennee blood wielding it.

Valerius is not aware of the curse and given his normal penchant for adventuring, it's no surprise. Anyone else who bore this weapon would feel the constant need to adventure and seek out glory. Though the wielder may not know it, the weapon seeks out those of Rhennee descent to wield it once more.

This *+1 keen vampiric brilliant energy rapier* deals an extra 1d6 points of damage to any living creature it hits, and heals its wielder an equal amount. Furthermore, the brilliant energy ability of this blade only functions three times per day; for no more than at hour at a time. This ability may be activated as a free action.

CONSTRUCTION

Prerequisites: Craft Magic Arms and Armor, *continual flame, gaseous form, keen edge, vampiric touch.*

Cost to Create: 64,160gp, 2,566 XP.

The City of Seltaren

Duchy of Urnst

ERUDITIONS OF THE SHADOW SAGE

Mystic Catalogue of the Company of Seven

By Rick Miller

My highest regards esteemed reader,
If you have located this missive then you by all means have an interest in the arcane, and thus in the knowledge I am about to impart upon you.

While going through the dust-filled archives of the esteemed Seekers, I ran across a bit of lore I had not expected to find. Buried in a pile of scroll tubes and other discarded materials was a simple tome. Though heavily worn by age and haphazardly thrown in with other detritus without any regard to its contents, the tome was a collection of spells from a group called the Company of Seven.

For those uninformed souls, this group existed in the early 300's of the Common Year. Among their ranks were those whose names are now well-known throughout the Flanaess and the planes beyond. They include Zagig, Heward, Murlynd, Keoghtom, Nolzur, Tasha, and Quaal.

Having made a copy of all this lore, I placed the book on a bookshelf with a note to the dullards so ineptly named as caretakers of the place to be more careful of their books and departed for fairer climes.

A few years after my visit, rumors found their way to me, as they typically do, that this tome may have surfaced in the depths of Maure Castle. Its current location remains a mystery, even to me.

-The Shadow Sage

Properties of the Tome

The book is bound with a supple leather cover and brass fittings. A brass locking clasp keeps the books contents safeguarded against the unwary. The books pages are made of fine vellum specially treated to be waterproofed and fire resistant. The inks used in the creation of the books are also a special alchemical formula that repels vermin.

Finally, a *sepia snake sigil* trap is set in the first page of the book, and a heightened *suggestion* (DC 19 or victim must forget and ignore this book) spell set in the cover of the book; the latter of the two resulting in the majority of the books owners never being aware of its contents.

Leather bound spellbook; hp 15; hardness 5; Open Lock DC 25; Disable Device DC 34.

The spellbook has 300 pages and contains notes on spell usage, tactics, and any of the lore on the personages responsible for each spell (provided in the description). The book contains the following spells.

0 - *acid splash, daze, detect magic, flare, ghost sound, light, mending, prestidigitation, ray of frost, read magic*

1st- *change self, comprehend languages, enlarge, expeditious retreat, feather fall, jump, mount, obscuring mist, protection from evil, quaal's firewater**

2nd- *cat's grace, invisibility, keoghtom's remove exhaustion*, levitate, locate object, mirror image, rope trick, see invisibility*

3rd- *blink, fly, gentle repose, greater magic weapon, lightning bolt, magic circle against evil, slow, water breathing*

4th- *charm monster, dimensional anchor, fear, greater invisibility, ice storm, rainbow pattern, scrying, stoneskin*

5th- *dominate person, feeblemind, heward's dancing blades*, tasha's cackling cacophony*, teleport, transmute rock to mud*

6th- *antimagic field, chain lightning, disintegrate, mass suggestion, murlynd's sequestered sanctuary*, programmed image*

7th- *ethereal jaunt, mass invisibility, prismatic spray, spell turning, vision, zagig's random evolutionary mutation**

8th- *horrid wilting, incendiary cloud, nolzur's prismatic peril*, polymorph any object, prismatic wall, screen*

9th- *freedom, meteor swarm, summon monster IX, weird*

**Indictes a spell detailed hereafter.*

Hewards Dancing Blades

Evocation [Force]
Level: Bard 5, Sorcerer/Wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Effect: One sword per every 4 levels of the caster/ max 5.
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

LORE

Though Mordenkainen is first thought when it comes to force swords, it was his elder uncle that initially developed a spell of dancing blades to fight for him in combat. Fond of blending his audacious musical styles to the battlefield, Heward developed this spell so that he could still cast spells while haranguing enemies in melee.

EFFECTS

This spell summons forth magical blades that strike at any opponent within their range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (for wizards or bard/ sorcerers, respectively) with an additional +1 enhancement bonus. As a force effect, it can strike

ethereal and incorporeal creatures. It deals 1d8+1 points of force damage, with a threat range of 19-20 and a critical multiplier of ×2.

The swords always strike from your direction. They do not get a bonus for flanking or help a combatant get one. If the swords go beyond the spell range from you, if they go out of your sight, or if you are not directing it, the sword(s) returns to you and hover.

Each round after the first, you can use a standard action to switch a sword to a new target. If you do not, the sword continues to attack the previous round's target.

The swords can be attacked or harmed by physical attacks. Further, spell effects like dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation destroy a sword. The sword's AC is 11 (10, +0 size bonus for Medium object, +1 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *heward's dancing blade* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

MATERIAL COMPONENT(S)

A magical piercing or slashing weapon and iron filings.

Keoghtom's Remove Exhaustion

Conjuration (healing)
Level: Cleric 2, Paladin 2, Ranger 2, Sorcerer/ Wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

LORE

Inspired by his onerous journey across the Cold Marshes, Keoghtom developed this spell to battle the nature of fatigue upon a body, especially in hostile territories.

EFFECTS

This spell cures exhaustion, whether the effect is normal or magical in nature. The spell does not ability damage or loss or any other effect.

MATERIAL COMPONENT(S)

Several tea leaves or coffee beans brewed in a flask of water.

Murlynd's Sequestered Sanctuary

Illusion (Glamour)
Level: Brd 6, Sor/Wiz 6
Components: V, S, M
Casting Time: 10 minutes
Range: Long (400 ft. + 40 ft./level)
Area: One 30-ft. cube/level (S)
Duration: 24 hours
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

LORE

Murlynd's chronomancy and plane hopping capabilities have allowed him a wide variety of experiences, and access to technology and knowledge from many times, dimensions, and worlds. In Murlynd's early days, he created this spell to hide his residences from passersby, thus allowing him to generally keep to himself. Anyone running into the building would usually be too frightened to investigate further.

EFFECTS

You make a single structure, equipment, and creatures within look, sound, and smell like the natural terrain surrounding them. The natural terrain surrounding the area is not hidden or changed in appearance.

Objects or creatures already within the area of effect who are touching, or inside (if applicable), the object, are also invisible, but they can then see the object, as they are part of the spell. This spell cannot be cast directly on living or animated creatures.

MATERIAL COMPONENT(S)

A bit of gum arabic, and three eyelashes encased in it.

Nolzur's Prismatic Peril

Evocation
Level: Sorcerer/Wizard 8
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: 10-ft. claw
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes

LORE

A constant aficionado of spell effects that create borealis-like effects, Nolzur developed this spell to keep himself safeguarded against those who would attempt to disrupt his spellcasting. Though it should be noted many of his spells often reflected his angry and vengeful nature.

EFFECTS

This spell causes a shimmering, multicolored claw to appear between you and one opponent.

The claw attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. Anyone struck by the claw must make a save as if hit by a beam from a *prismatic spray* spell. Further, creatures struck with 8 HD or less are automatically blinded for 2d4 rounds.

Directing the spell to a new target is a move action.

P1 - Prismatic Spray Results

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	-	Struck by two rays; roll twice more, ignoring any "8" results.

Quaal's Firewater

Transmutation
Level: Ranger/ Cleric/ Sorcerer/ Wizard 1
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1 pint of water/level
Duration: 1 round
Saving Throw: None
Spell Resistance: No

LORE

Often known for his feather tokens few recall that Quaal was also rather fond of fiery spells and effects.

Quaal developed this spell early in his adventuring career and was well known for dropping buckets of flaming liquids onto enemies from on high. Years later, this spell proved immensely useful in the early defense of the town of Quaalsten, saving the town from annihilation against Iggwilv's mercenary hordes.

EFFECTS

This spell changes a volume of water to a volatile, flammable substance similar to alcohol. If this substance is exposed to flame, fire, or even a spark, it will ignite in an explosive burst. Creatures in the range of this firewater burst suffer 2d4 points of damage.

The firewater will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized within 1 full-round of its creation.

MATERIAL COMPONENT(S)

A few grains of sugar and a raisin.

Tashas Cackling Cacophony

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Bard 4, Sorcerer/Wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

LORE

Discontented with merely affecting one creature with her signature spell, Tasha developed a larger scale version of it under the tutelage of Zagig himself, who has reputably used the spell quite often since its creation.

EFFECTS

This spell afflicts subjects with uncontrollable laughter. The victims collapse into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

MATERIAL COMPONENT(S)

Tiny tarts which are crushed in hand and thrown at the targets and a feather that is waved in the air.

Zagig's Random Evolutionary Mutation

Transmutation
Level: Druid 7, Sorcerer/Wizard 7
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/ level.
Saving Throw: Fortitude negates
Spell Resistance: Yes

LORE

Known for his flippant humor and often impractical nature, Zagig created this spell to throw off the traditional concepts of spellcasting. Though lauded as an effective spell by those who knew Zagig, the spell drew much ire from his peers in the Society of the Magi and to those who considered spellcasting a serious endeavor.

EFFECTS

This spell allows the caster to change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad), once per round. The caster chooses the forms and the target changes form each round in a random pattern, with the maximum amount of forms being no more than 7. The subject takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

The target retains its own alignment (and personality, within the limits of the new form's ability scores).

The target retains its own hit points.

The target is treated has having its normal Hit Dice for purpose of adjudicating effects based on HD, such as the *sleep* spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.

The target also retains the ability to understand (but not to speak) the languages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing in some manner (such as drawing in the dirt with a paw).

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features. All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the new form would prove fatal to the creature (for example, if you polymorphed a land bound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

Incorporeal or gaseous creatures are immune to this spell, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (though they must make a successful save the next round or be changed again).
*

ROGUES GALLERY

The Seer of Urnst

By Mike Bridges and Rick Miller
Art by Larry Elmore

A mysterious figure has recently taken up residence in Greyhawk City. Appearing as an astute sage named Salimir, this gentleman's appearance is but a guise and a front for the maligned Court Wizard once known as the *Seer of Urnst*.

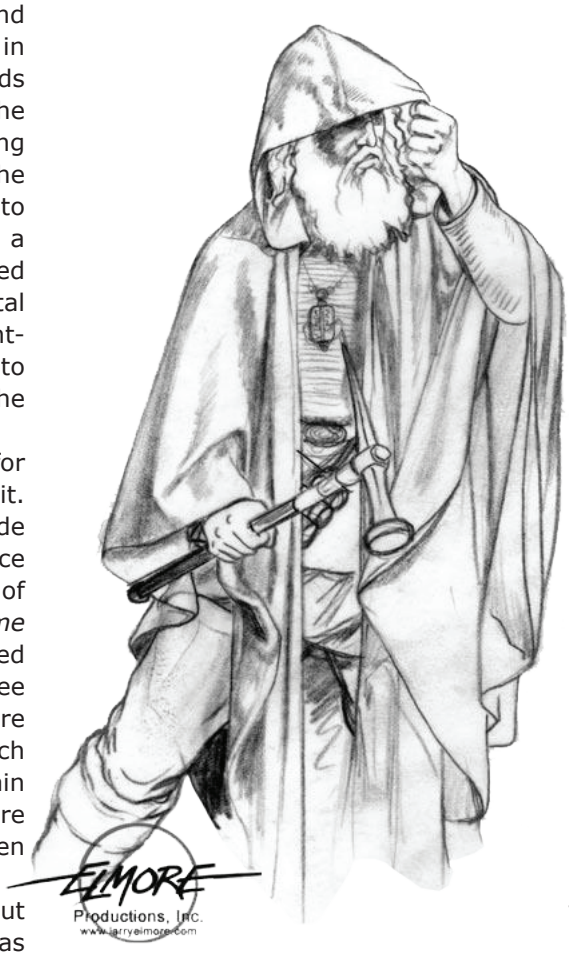
A History of Ambition

From early on the wizard only known as the Seer strove to gather ancient lore and artifacts in his quest for personal power. Being near pure-blooded Suel he enjoyed the company of the Suloise nobility of the Duchy of Urnst. Because of this lineage the Seer became obsessed with finding the lore of Power Magic long ago divided and hid away by apprentices of the Suloise Power Mage Slerotin. He was most drawn to the original research of Lord Jon Marius, especially his investigations into Maure Castle and the "Eight-Pointed Star Enigma" in the dungeon of that castle. Towards this end he climbed his way to the position of Court Wizard for the ruling House Lorinar. With this access the Seer managed to gain entry into Urnst's vaults and discovered a buried and forgotten object called an *Octych,* one of eight such metal wedges that when set in the Eight-Pointed Star could activate gates to the very demi-planes containing the fragmentary lore of Power Magic.

Despite taking the Octych for himself, the Seer couldn't activate it. He luckily found help in a renegade Seeker named Eli Tomorast. By chance Eli had come upon knowledge of using the Octychs from the vile *Tome of the Black Heart* that he discovered in Greyhawk City. The Seer would see another unfortunate set back. Before their preparations to use the Octych could be finalized, Tomorast was slain and the upper dungeons of Maure Castle were looted by Mordenkainen and the Citadel of Eight.

Despite being temporarily cut off from Maure Castle, the Seer was undaunted in his desire for power. Recalling information learned from Tomorast, he now focused on the Maure Suel's exploration of the pre-Flan ruins of Inverness. One of the apprentices of Slerotin was trapped there by a dangerous artifact aptly called the *Soul Gem.* The Seer went to the now infamous Ghost Tower of Inverness in an effort to find the Soul Gem and free the trapped apprentice in an effort to gain his secret knowledge. The exploration was a disaster for the Seer and he not only failed to gain the soul Gem but he lost his Octych in the process.

The Seer grudgingly set aside his plans and returned to court life in Leukish where he ambitiously rose to the rank of Chief Magical Councilor to the Duke of Urnst. In this time he tutored many Suel nobles in the magic most notably future Circle of Eight members Warnes Starcoat and Jallarzi Sallavarian. The Seer's lust for dark and forbidden lore was found out by both of these exceptional students, and when their appeals to remove the Seer went entirely unheeded by the new Duke Justinian Lorinar they departed from the duchy.



Duke Justinian's atheistic beliefs and harsh treatment of Urnst's temples culminated in the months long Temple Coalition Revolt. Later that year, after the riots were crushed, the Duke was mortally wounded fighting desert raiders on the western border. Already branded a heretic by all the religions he displaced from the duchy, Justinian could find no one to heal him, a situation the scheming Seer seized upon. Counseling the ailing ruler, he told Justinian of the healing properties of the *Soul Gem* and used his authority to assemble an indebted group of adventurers to acquire it for him.

Much to the Seer's chagrin the quest to obtain the *Soul Gem* from the Ghost Tower failed, and so passed Duke Justinian. His younger brother Karll Lorinar, a Celadon ranger, inherited the throne. When the Seer went to gain support for a new mission to claim the *Soul Gem*, his evil bent was quickly realized by the incorruptible Karll and the Seer was summarily banished from court. Fallen from power, the Seer went into hiding, remaining largely unnoticed by the nobility until the end of the Greyhawk Wars.

New Start, Old Ambition

Since the end of the Wars rumors and sightings of the Seer stalking the lands around Maure Castle have become more common, though the nobility scoffs at these stories. Regardless of the Seer's involvement, many in Seltaren can confirm that Eli Tomorast is back from the dead and the dungeons of Maure Castle once

again teem with activity. The Seer in the meantime has engaged in a long term scheme to lure new adventuring parties into the Ghost Tower of Inverness. Traveling the region in disguise, the Seer has spread several forged journals telling of unfound treasures in hopes a group is lucky enough to someday extract the *Soul Gem* from the Tower, whereupon he will be ready to wrest it from the survivors.

The Seer is presently attempting to blend in at the Greyhawk City Seeker Lodge, hiding right under the noses of those who would scorn him. As the Seeker sage Salimir, the Seer has taken a new interest in an element called oerthblood. He is especially fascinated with an obelisk, made of this material reputably below the dungeons of the ruins of Castle Greyhawk, and is rumored to be willing to pay obscene amounts of coin for even a tiny shard of it.

In his true appearance, the Seer is fifty-five years old. He is an exceedingly thin and pale-skinned man with sharp grey eyes. The Seer keeps his long white-peppered hair tied back beneath his hood. He stands five-foot eleven-inches tall, and weighs one-hundred thirty-five pounds. The Seer favors long flowing dark grey robes with sleeves that cover his hands and a hood that conceals much of his face, save his bushy white eyebrows. An ancient runic brooch fastens his travelers cloak to his robes. The Seer is vastly intelligent with a penchant for knowing what to say at the most opportune time to best serve his own goals, while appearing to be helpful or benevolent to others.

Seer of Urnst CR 20

Male human wizard 10/loremaster 10
NE Medium Humanoid

Init +7; **Senses** *arcane sight*, darkvision 60ft., *see invisibility*; Spot +3, Listen +3

Languages All (*tongues*) or Abyssal, Ancient Suloise, Celestial, Common, Draconic, Dwarven, Elven, Flan, Infernal, Old Oeridian

DEFENSE

AC 23, touch 20, flat-footed 17

hp 118 (20 HD)

Immune mind-affecting spells and effects, scrying and divinatory detection (*mind blank*)

Fort +15 **Ref** +15 **Will** +16

OFFENSE

Spd 30 ft.

Melee *rod of thunder and lightning* +10/ +5 Melee (1d6/ crit 20/x2)

Base Atk +10; **Grp** +8

Combat Gear *rod of thunder and lightning, rod of quicken metamagic*

Spells Prepared (CL 20th; +13 ranged touch, +22 vs. SR)

9th – *dominate monster* (DC 31), *power word kill* (DC 31), *prismatic sphere,* quickened *teleport, time stop*

8th –*maze* (DC 28), *mind blank, moment of prescience*, quickened *break enchantment, symbol of insanity* (DC 30)

7th – *banishment* (DC 27), *delayed blast fireball* (DC 27), *quickened haste, spell turning, vision*

6th – *chain lightning* (DC 26), *contingency*, *disintegrate* (DC 26), *greater dispel magic*, *mislead, true seeing*

5th – *cloudkill* (DC 25), *cone of cold* (DC 25), *contingency, false vision*, *mind fog* (DC 27), symbol of sleep (DC 27)

4th – *charm monster* (DC 26), *crushing despair* (DC 26), *dimension door, phantasmal killer* (DC 24), *scrying, stoneskin*

3rd – *clairaudience/ clairvoyance, lightning bolt* (DC 23), *magic circle against evil*, *protection from energy*, r*ary's mnemonic enhancer*, *slow* (DC 23), *suggestion* (DC 25)

2nd – *arcane lock, detect thoughts* (DC 24), *locate object, knock, mirror image, resist energy, scorching ray* (DC 22)

1st – *alarm, disguise self, identify, magic missile* x2, *protection from evil, shield*

0 – *detect magic* x2, *light, mending*

Spell-like abilities: (CL 20th)

1/day – analyze dweomer or *legend lore.*

STATISTICS

Abilities Str 6, Dex 16, Con 16, Int 30, Wis 14, Cha 18 +4 inherent bonus to Dex, Con, Int

SQ applicable knowledge, contingency (*false vision*) if scryed upon, dodge trick, greater lore, instant mastery, lore (+10), lore of true stamina, pre-cast spells (*mind blank*), secret knowledge of avoidance, summon familiar, true lore, two bonus languages

Feats Combat Casting, Craft Rod, Craft Wondrous Item, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative, Quicken Spell, Scribe Scroll, Skill Focus: Knowledge (arcana), Spell Focus (divination and enchantment,) Spell Penetration.

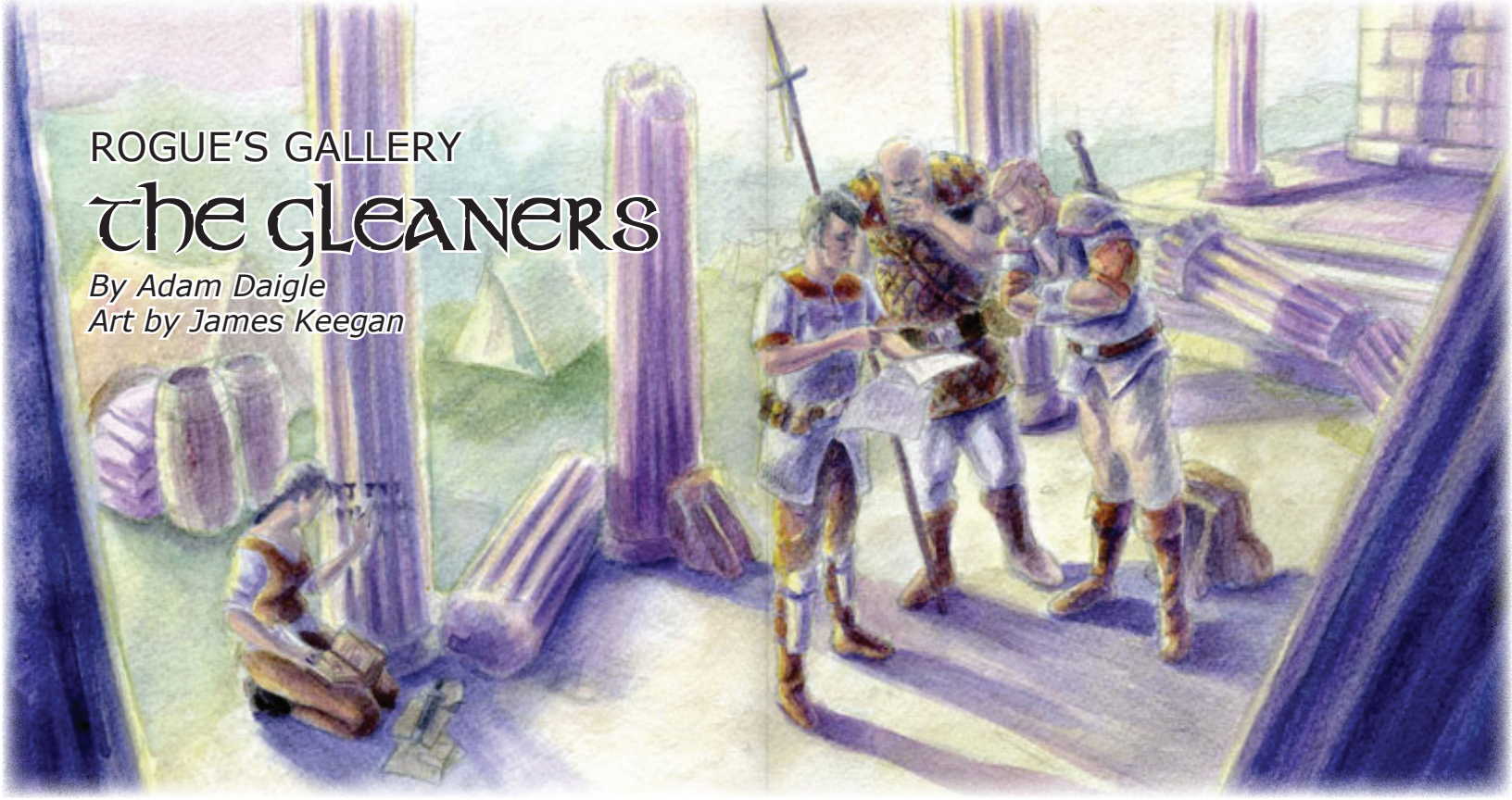
Skills Appraise +20, Bluff +8, Concentration +26, Craft (alchemy) +13, Decipher Script +20, Diplomacy +9, Gather Information +9, Heal +7, Hide +14, Knowledge (arcana) +36, Knowledge (architecture and engineering) +15, Knowledge (dungeoneering) +15, Knowledge (geography) +15, Knowledge (history) +33, Knowledge (nature) +11, Knowledge (nobility and royalty) +12, Knowledge (religion) +13, Knowledge (the planes) +30, Listen +3, Move Silently +4, Profession (scribe) +4, Search +11, Speak Language +2, Spellcraft +35, Spot +3, Use Magic Device +14.

Possessions combat gear, *ring of protection +3, scarlet and blue sphere ioun stone, robe of blending, cloak of resistance +4, bracers of armor +6, ring of feather falling*, masterwork alchemy tools, masterwork scying tools, spell component case, spellbooks.

Spellbook: as above plus 0-7th – All in PH; 8th- *binding, clone, dimensional lock, discern location, greater prying eyes, polymorph any object, prismatic wall, screen, symbol of insanity, temporal stasis*; 9th - *etherealness, freedom, gate, mordenkainen's disjunction, refuge, summon monster IX, teleportation circle, weird, wish*.

DEVELOPMENT

In addition to his own items, the Seer has access to the Free City Seeker Lodges spellbooks, a *crystal ball* and virtually any spell component he requires worth 1,000gp or less.



ROGUE'S GALLERY

The Gleaners

By Adam Daigle
Art by James Keegan

A tiny train of three trembling carts creeps over the stone bridge. The sounds of shoed hooves and iron-clad wagon wheels ring through the now calm air. The driver of the first wagon urges his oxen up the incline towards the enormous structure. He raises his hand to shield his sight from the sun, spotting a smoldering tower; the cinders of yesterday still evident as the smoke escapes through a collapsed hole in the roof. The procession comes to a stop. The driver whistles two quick tweets and the middle wagon erupts with people. Men race from the wagon toward the front and back of the caravan, while others begin unloading the last wagon onto the flagstone.

To Glean the Fields of Battle

In historical agrarian societies, after the reapers had worked their trade in the fields, the gleaners would come to take what they could to provide food for their families. They would take fallen fruit, small ears of corn, and wheat that did not quite make it into the bushel. They would gather potatoes that were deemed too small or too rotten, peaches partially pecked by birds and beans missed from the lowest reaches of the vine. It was seen as charity to allow gleaners into your field or orchard.

Though the word is still used in modern agricultural circles, gleaners have adapted to city life by taking what people throw out. Much of the time these gifts of the cities are broken items that can be repaired and used, if not sold or traded. Sometimes these objects are simply no longer of use to their owners, their potential unseen and thrown out with the trash. This same concept can bear fruit in a fantasy setting. Adventurers are the reapers in a dungeon, taking only what is most valuable and convenient, but after they are gone the site is still ripe for the pickings. This thought invaded the mind of a practical man and he hatched a plan. A plan that was most lucrative in the long run.

Conail Thresson (Rogue 4/ Expert 2) was raised and educated in a merchant-class family in the city of Greyhawk. The Thressons were apt builders, and though they never built any well-recognized buildings in the city, they were contracted out over the years to build a sizeable amount of homes and businesses that populate the metropolis. Conail was training to be an architect and contractor like his father, when one evening out tipping back mugs with the boys, he overheard a group of adventurers talking about their exploits. His interest was certainly piqued by the descriptions of treasure the drunken dwarf let slip, but more interesting to Conail was the stout man's descriptions of the dungeon itself. He calculated in his head the value of the raw materials left behind.

There in that tavern the plan was hatched. Over the next year, Conail Thresson sought to find a trustworthy crew and work up the courage to embark on his bold plan. Over that time he enlisted the aid of his fiancé(now his wife), a wayward cousin that was trying to stay on the straight and narrow, a trusted friend from the old neighborhood who was quick on his toes and even quicker with a blade, and a cleric of Dalt that he had met in some of his early classes. Once he felt confident of his plan, Conail assembled his friends in his family's basement and proposed the idea. Surprisingly enough to Conail, they all joined in and The Gleaners were formed.

How to Glean a Dungeon

Conail and his crew of scavengers have made an art of cleaning out dungeons, crypts, abandoned outposts and castles. They keep their eyes and ears open to the movements of adventurers, for following behind them is how their living is made. This search for able adventurers is a highly scrutinized

endeavor, since the group's success depends on the ability of the heroes to be successful first. Conail and his small network of bartenders, shop keeps and entertainers pay close attention to newly formed groups and stay away from the powerful ones. There is great risk in not only following the latter, but the locations they visit are notoriously dangerous. The newly formed groups must show promise and have the ability to clear the dungeon of its denizens.

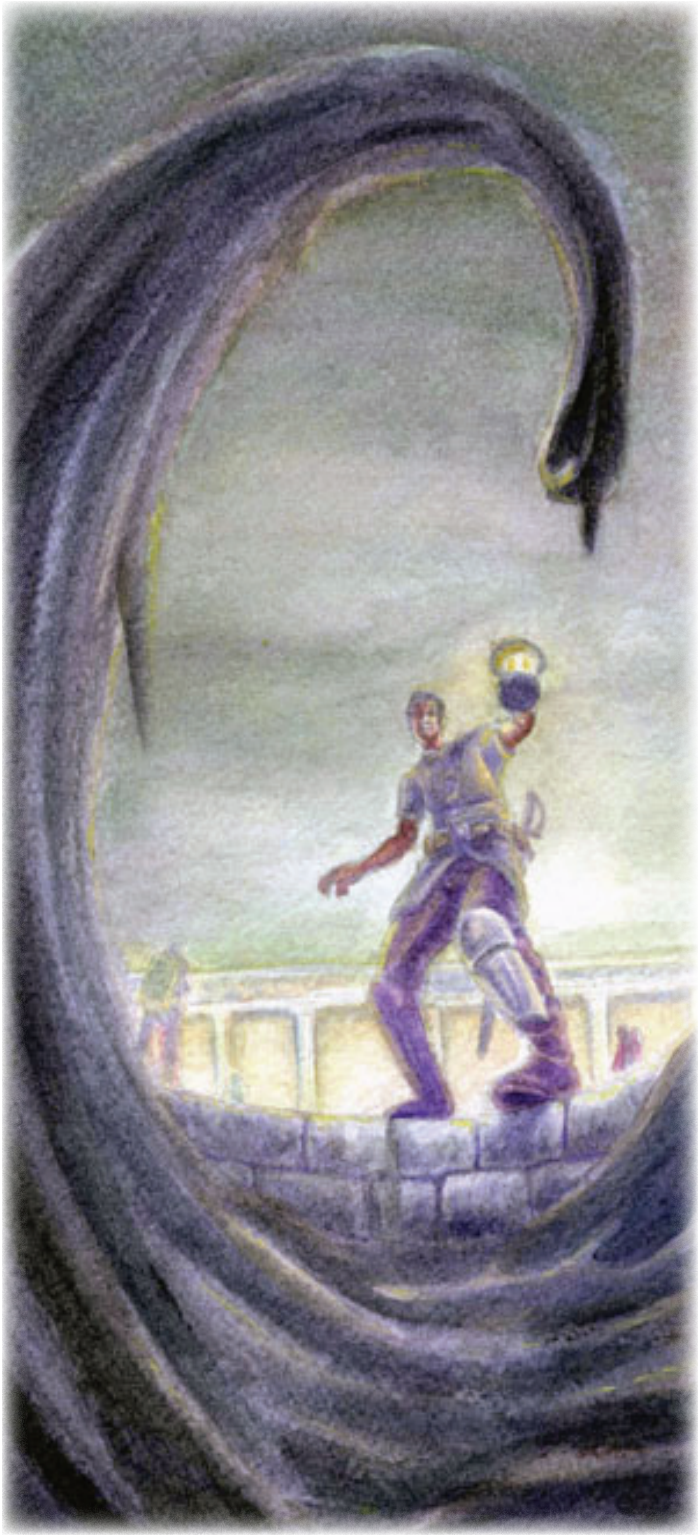
More often than not the Gleaners will send out a scout to follow the group after they have gone into the location. The scout, usually Eltanin or one of the Twins will keep his distance and note how often the party comes back out and tries to assess when they will be returning to town. Upon their return the group joins in the commendations and buys the party drinks in order to loosen their tongues to tell the tales of their heroic efforts. It is from these stories that Conail begins making a list in his head of what sort of materials and items can be found at that location and what they will need to retrieve it.

After making the proper preparations, Conail assembles his companions and gathers his laborers, which are typically picked from the family worksites. When the group arrives at a location they immediately survey the surrounding area and begin breaking down the wagons and setting up camp. The last wagon carries the bulk of their tools and gear in addition to enough parts to make two additional transports. These were designed by Conail during the creation of his organization. The transports are low flat wagons that can be assembled and broken down rapidly. Their beds are nothing more than timbers attached to the axels and wheels, but they allow the Gleaners to potentially return with more materials and larger items.

As the transports are being assembled one group of laborers begins setting up camp while another group of more martially trained workers set up a close guard on the campsite. Pemina uses her magic to divine what she can about the location and any possible risks prior to the scouting party's duty. Conail, Eltanin and either Pemina or Hendrick enter the location first to determine the site's safety. While inside Conail takes note of what items and materials are available and prioritizes their value in case the job gets cut short. In particularly large sites the scouting group will often make piles of findings in the halls every two or three rooms apart.

The retrieval group, made up of Conail, the Twins and half of the laborers, enters the site afterwards and begins to bring their findings out to the campsite. If the location is large, hard to maneuver in, or requires special tooling to glean it, the group breaks down into shifts working around the clock to get the job done.

Once the crop is gathered outside, Conail and Pemina begin sorting it while the workers load it onto the wagons. Over the years the group has acquired a few items that have made transporting their bounty much easier. Two years ago Conail received a portable hole(which has helped his operation greatly) in trade for a chalice crafted of Oerthblood overlooked and left by a group of heroes. Since then he has made a point of trying to locate and acquire other similar magical devices.



Hazard Pay

Not every location has been a simple cleaning job. Many times the locations are physically unstable, have traps that reset, or still contain either creatures that have chosen to hide from the invading adventurers until later or that have been left behind because they were too tough to deal with. This is when the job gets hard.

In one instance, a crypt in the Cairn Hills seemed completely safe during the scouting mission. There were no creatures to deal with, the

cleaning job. Many times the locations are physically unstable, have traps that reset, or still contain either creatures that have chosen to hide from the invading adventurers until later or that have been left behind because they were too tough to deal with. This is when the job gets hard.

In one instance, a crypt in the Cairn Hills seemed completely safe during the scouting mission. There were no creatures to deal with, the traps that were not sprung or disabled were already too old to function, and the tunnels and crypts were well crafted and evidenced no signs of giving out anytime soon. Then in the last room(a small shrine), as Conail and Eltanin assisted the workers in removing a worked marble façade, a black pudding crept from the murky pool in the center of the room. After the first arrow hit the creature and dissolved, the group knew they had nothing else to do but run. A number of tools and curios were left behind and possibly destroyed by the monster.

Another time it seemed that the marauding heroes entirely missed a clan of kobolds, much to the surprise of Conail and his crew. The mission was nearly aborted but Eltanin and the Twins begged Conail to push forward anyway. Hendrick was busy that evening, but the coffers were full after that job. Conail always rewards his companions for dangerous working conditions.

A Bazaar on Wheels

Though they sell random gear and mundane items like tinkerers do while on their journeys, the Gleaner's buyers are many. However, a few specific clients anxiously await a visit by Conail and his ragtag band of scavengers. Debrin Popperick (gnome Expert 2) keeps a large storehouse and showroom of antiques and curios in the Artisan's District of Greyhawk city, many of which were provided by the Gleaners. Kelas Bertrand (half-elf aristocrat 3) is an up and coming art dealer based out of Hardby and he loves the macabre paintings and sculptures picked from the dark places inhabited by crazed cults and depraved wizards. Through his construction contacts Conail has a number of buyers for raw and salvaged materials and the rest of the minor items are sold to a number of Rhennee merchant barges known to Pemina. Items retrieved by the Gleaners have shown up in shops and bazaars all across the Flanaess.

The caravan of wagons makes its way across the south central Flanaess with growing frequency as the group manages to get leads on new jobs and improves their tools and equipment. It would not be uncommon for a group of adventurers to happen upon the Gleaners and trade with them. With the treasures they find and the company they keep, the group has a gold piece limit equal to a medium town if encountered after a job.

THE GLEANERS

Conail Thresson

To some people Conail Thresson seems like an imposing man. To some he's impossible to work with. It's been whispered on many a building site that you leave your little tricks and shortcuts behind when working on one of his projects, because he's got a plan, it's correct, and everyone better be sticking to it. His calm demeanor and completely pragmatic approach to life and work diffuses any hostility towards him for his strict supervision.

He started helping out at his father's work sites when he was old enough to heft a hammer and had always been fascinated by the complex drawings unrolled across his father's desk. It was a joy to see the finished project. Later on in his education he began to study engineering and architecture while spending his spare time working on the Thresson's worksites throughout the city. He was learning a family trade first-hand while earning an education that his father had not been able to afford. It was during this time that his plan to form The Gleaners was developed.

Conail Thresson CR 5
Male human rogue 4/expert 2
LN Medium humanoid
Init +3; **Senses** Spot +4, Listen +4
Languages Common, Dwarven, Rhennee Cant

DEFENSE
AC 18, touch 13, flat-footed 15 (+5 armor, +3 dex) uncanny dodge
hp 30 (6 HD)
Fort +2 **Ref** +7 **Will** +5 evasion

OFFENSE
Spd 30ft.
Melee masterwork rapier +5 (1d6, crit 18-20/ x2)
Ranged *+1 repeating heavy crossbow* +8 (1d10+1, crit 20/ x3)
Ranged [*rapid shot*] *+1 repeating heavy crossbow* +6/ +4 (1d10+1, crit 20/ x3)
Base Atk +4; **Grp** +4
Atk Options sneak attack +1d6, Point Blank Shot, Rapid Shot, Precise Shot
Combat Gear potion of *cure light wounds* (x2)

STATISTICS
Abilities Str 11, Dex 16, Con 12, Int 16, Wis 12, Cha 10
SQ trapfinding, trap sense +1
Feats Point Blank Shot, Rapid Shot, Exotic Weapon Proficiency (repeating heavy crossbow), Precise Shot
Skills Appraise +4, Balance +5, Bluff +3, Climb +2, Decipher Script +6, Disable Device +13, Gather Information +3, Hide +6, Jump +2, Knowledge (architecture and engineering) +8, Knowledge (dungeoneering) +8, Knowledge (local) +8, Listen +4, Move Silently +6, Open Lock +13, Profession (engineer) +4, Search +12 (+17 when using goggles), Sense Motive +3, Spot +4, Tumble +6, Use Magic Device +6, Use Rope +4
Possessions combat gear plus, *+1 chain shirt, +1 repeating heavy crossbow*, masterwork short sword, silver dagger, *goggles of minute seeing, heward's handy haversack*, sunrod (x3), masterwork thieves' tools, silk rope 100ft.

TACTICS
Conail is very meticulous and approaches danger in a like manner. In combat, he keeps his distance and attacks with his repeating heavy crossbow. If the battle looks grim in the slightest he will call for his companions to fall back and retreat if necessary.

Pemina Albreth-Thresson

Despite being disowned by her Rhennee family for taking to the land and marrying Conail Thresson, Pemina still has ties to the barge folk. Her status as a diviner among her people still holds sway with that superstitious lot, and she uses it to her advantage. Pemina can still glean quite a lot of information from her people who ply the many rivers and lakes of the Flanaess.

Pemina is short, even for a woman, yet her steely glare makes up for her size. Her raven-black hair is kept in a large braid that snakes down her back.

Pemina Albreth-Thresson CR 3
Female human diviner 3
N Medium humanoid
Init +2; **Senses** Spot +2, Listen +2
Languages Common, Rhennee Cant, Draconic, Goblin

DEFENSE

AC 17, touch 16, flat-footed 15 (dex +2, natural armor +1, *mage armor* +4)
hp 12 (3 HD)
Fort +2 Ref +3 Will +5

OFFENSE

Spd 30ft.
Melee masterwork dagger +2 (1d4, crit 19-20/ x2)
Ranged masterwork dagger +4 (1d4, crit 19-20/ x2)
Base Atk +1; **Grp** +1
Combat Gear pearl of power (1st), *quaal's feather token (bird)*, scroll of *burning hands* (CL 3), scroll of *mirror image* (CL 3)
Spells Prepared (CL 3; +3 ranged touch)
2nd – *locate object, levitate, knock*.
1st – *identify, comprehend languages, mage armor, tenser's floating disc*
0– *detect magic* (x2), *read magic, light, detect poison*
*prohibited school: Necromancy

STATISTICS

Abilities Str 10, Dex 14, Con 12, Int 16, Wis 14, Cha 12
Feats Scribe Scroll[B], Diligent, Extend Spell, Craft Wondrous Item
Skills Appraise +4, Concentration +6, Decipher Script +11, Knowledge (arcane) +8, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (history) +5, Knowledge (nature) +4, Knowledge (religion) +5, Knowledge (the planes) +5, Spellcraft +9
Possessions combat gear plus masterwork daggers (2), *amulet of natural armor +1*, spellbook

TACTICS

Pemina is non-combatant unless pressed, and then she seeks to protect herself. She uses many of her spells as utility spells for day to day operations.

Eltanin Chatsworth

Once a neighborhood friend of Conail when they were boys, Eltanin and Conail went their separate ways but still managed to keep in touch. The two men ran into each other in the same tavern where Conail would later that evening hear a bragging dwarf and come up with his salvage plan. Eltanin is a clever, broad shouldered man, who despite his proper education has seen his share of fights. His wit is as quick as his blade.

Eltanin is a man whose size and demeanor belie his skill with a blade. His face, though still young, bears the lines of concentration born of the quiet focus of listening for the fall of lock tumblers and the anxiety that comes with manipulating dangerous traps.

Eltanin Chatsworth CR 3
Male human rogue 2/fighter 1
LN Medium humanoid
Init +3; **Senses** Spot +6, Listen +6
Languages Common, Dwarvish

DEFENSE

AC 18, touch 14, flat-footed 14 (armor +4, dex +3) dodge
hp 14 (3 HD)
Fort +2 **Ref** +8 **Will** +1 evasion

OFFENSE

Spd 30ft.
Melee *+1 rapier* +6 (1d6+2, crit 18-20/x2)
Ranged masterwork hand crossbow +6 (1d4, crit 19-20/x2) or
Ranged masterwork dagger +6 (1d4+2, crit 19-20/x2)
Base Atk +2; **Grp** +4
Atk Options sneak attack +1d6, Combat Reflexes
Combat Gear potion of *cure moderate wounds* (CL 5), *elixir of sneaking*, *elixir of vision*

STATISTICS

Abilities Str 14, Dex 16, Con 11, Int 14, Wis 12, Cha 11
SQ trapfinding
Feats Combat Reflexes, Dodge, Weapon Finesse, Weapon Focus (rapier)
Skills Appraise +5, Balance +7, Climb +5, Decipher Script +3, Disable Device +7, Hide +8, Jump +9, Knowledge (local) +4, Listen +6, Move Silently +8, Open Lock +6, Ride +4, Search +7, Sense Motive +3, Spot +6, Tumble +8, Use Magic Device +3, Use Rope +5
Possessions combat gear plus *+1 studded leather armor, +1 rapier*, masterwork thieves' tools, silk rope 50ft., sunrod (x2)

TACTICS

In combat, Eltanin uses his tumble skill to work himself into a position to flank his opponents and strike with his rapier. He is not afraid to step away from a fight that is too much for him.

Dugas Phareston

Conail's cousin and black sheep of the family, nobody ever expected Dugas Phareston to amount to much. In trouble with the law since he was a thirteen, the family had written him off as a lost cause. As a young man Dugas withdrew into the wild and stayed with travelers and woodsmen for years. He had always loved animals and was quite good with them since he was a small boy. This was his explanation/defense when he was charged with being a horse thief, but a ruling of banishment was his lot.

His sun-bleached haystack of hair crowns a round face with a wide toothy grin and shining green eyes. Dugas, in all his plainness, has a way with animals and humanoids alike that is almost uncanny.

Dugas Phareston CR 2
Male human expert 3
NG Medium humanoid
Init +2; **Senses** Spot +7, Listen +7
Languages Common, Sylvan

DEFENSE

AC 15, touch 12, flat-footed 13 (armor +3, dex +2)
hp 15 (3 HD)
Fort +2 **Ref** +3 **Will** +5

OFFENSE

Spd 30ft.
Melee masterwork spear +4 (1d8+1, crit 20/ x3)
Ranged masterwork spear +5 (1d8+1, crit 20/ x3)
Ranged sling +4 (1d4+1, crit 20/ x2)
Base Atk +2; **Grp** +3
Atk Options Mounted Combat, Ride-by Attack
Combat Gear oil of *magic weapon +1*, potion of *cure light wounds* (x2)

STATISTICS

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 14, Cha 14
Feats Animal Affinity, Mounted Combat, Track
Skills Bluff +7, Diplomacy +11, Handle Animal +8, Heal +4, Knowledge (nature) +9, Listen +7, Profession (teamster) +8, Ride +9, Sense Motive +7, Spot +7, Survival +9, Use Rope +3
Possessions combat gear plus masterwork studded leather, masterwork spear, sling, *dust of tracelessness*

TACTICS

Dugas prefers to steer clear of fights. If a conflict on the road is inevitable he prefers to mount one of the horses tethered to the rear of the caravan and attack with his spear from a safe moving distance.
Companion Dugas keeps three hounds and brings them with them on the trail to act as trackers and guards.

Hendrick Bolm

Sharing a number of classes throughout their education Conail noticed Hendrick Bolm's studious and careful nature and his knack for mechanical devices immediately. Hendrick grew up in a merchant class neighborhood, the son of a locksmith and avid worshipper of the god of portals. Hendrick's father was extremely proud when his son not only joined the priesthood but was also given a full scholarship to study engineering.

Hendrick is a tall lean man with strong and constantly dirty hands. Curiosity and the promise of wealth motivated him to join The Gleaners. Hendrick and Conail love working on clever solutions to difficult problems, and often stay up for nights on end drawing out plans on a slate board in their office.

Hendrick Bolm CR 2
Male human cleric 2 of Dalt
CG Medium humanoid
Init +3; **Senses** Spot +3, Listen +3

Languages Common, Draconic, Dwarvish, Gnomish

DEFENSE

AC 17, touch 13, flat-footed 14 (armor +4, dex +3),
hp 10 (2 HD)
Fort +3 **Ref** +3 **Will** +6

OFFENSE

Spd 30ft.
Melee masterwork dagger +2 (1d4, crit 19-20/ x2)
Ranged masterwork dagger +6 (1d4, crit 19-20/ x2)
Ranged masterwork light crossbow +5 (1d8+1, crit 20/ x3)
Base Atk +1; **Grp** +1
Atk Options Point Blank Shot, turn undead (+0, 2d6)
Combat Gear wand of *cure light wounds* (46 charges)
Spells Prepared (CL 2; +4 ranged touch)
1st – *hide from undead, obscuring mist, magic weapon, sanctuary*[D]
0 – *detect magic, mending, cure minor wounds, read magic*
Domains: Travel and Protection

STATISTICS

Abilities Str 10, Dex 16, Con 10, Int 14, Wis 16, Cha 10
Feats Nimble Fingers, Point Blank Shot
Skills Concentration +5, Disable Device +6, Knowledge (arcane) +3, Knowledge (religion) +3, Spellcraft +6, Survival +6, Open Lock +7
Possessions combat gear plus *+1 studded leather armor*, masterwork light crossbow, masterwork dagger, holy symbol of Dalt, masterwork thieves' tools, masterwork artisans' tools

TACTICS

Hendrick keeps his distance and fires upon enemies with his crossbow. His main focus in battle is to protect, enhance and heal his allies. Hendricks ability to turn undead is greatly helpful when the location is a crypt.

Hoon and Oli

Found in a dungeon while it was being cleaned out by The Gleaners, these two look nothing like each other aside from their mixed heritage. These two young men were able to communicate to the group with crude hand signs that they are indeed twins who were abandoned by their tribe when they were young. At first meeting the two were barely civilized, and to this day they remain mute. They communicate to Pemina with basic hand gestures and are never far from each other's side.

Hoon, as Pemina named him, is much more human-looking, showing only traces of his orc blood, while Oli is regularly mistaken for a pure blood orc. Hoon and Oli are an exceptional team and never hesitate to assist the group that has helped them so much and accepted them so completely.

Hoon **CR 1**

Male half-orc rogue 1
CN Medium humanoid
Init +3; **Senses** darkvision 60ft; Spot +6, Listen +6
Languages mute; can understand Common and Orcish, can write and read Common

DEFENSE

AC 16, touch 13, flat-footed 13 (armor +3, dex +3)
hp 5 (1 HD)
Fort +1 **Ref** +5 **Will** +2

OFFENSE

Spd 30ft.
Melee masterwork short sword +2 (1d6+1, crit 19-20/ x2)
Melee masterwork dagger +2 (1d4+1, crit 19-20/ x2)
Ranged masterwork dagger +4 (1d4+1, crit 19-20/ x2)
Base Atk +0; **Grp** +1
Atk Options sneak attack +1d6, Combat Reflexes
Combat Gear *elixir of sneaking*, potion of *cure light wounds* (CL 3)

STATISTICS

Abilities Str 12, Dex 16, Con 12, Int 14, Wis 14, Cha 8
SQ trapfinding
Feats Combat Reflexes
Skills Climb +5, Disable Device +6, Hide +7, Jump +5, Listen +6, Move Silently +7, Open Lock +7, Search +6, Spot +6, Tumble +7
Possessions combat gear plus masterwork studded leather, masterwork short sword, masterwork dagger, masterwork thieves' tools, backpack, grappling hook and silk rope 50ft.

TACTICS

Hoon keeps point when infiltrating a location. He carefully searches for traps and other potential dangers. In combat he seeks to put himself into flanking position with his brother to maximize their sneak attack ability.

Oli **CR 1**

Male half-orc rogue 1
CN Medium humanoid
Init +3; **Senses** darkvision 60ft; Spot +6, Listen +6
Languages mute; can understand Common and Orcish, can write and read Common

DEFENSE

AC 16, touch 13, flat-footed 13 (armor +3, dex +3)
hp 5 (1 HD)
Fort +1 **Ref** +5 **Will** +2

OFFENSE

Spd 30ft.
Melee masterwork short sword +4 (1d6+2, crit 19-20/ x2)
Melee [2 point power attack] masterwork short sword +2 (1d6+5, crit 19-20/ x2)
Ranged masterwork dagger +4 (1d4+3, crit 19-20/ x2)
Base Atk +0; **Grp** +3
Atk Options sneak attack +1d6, Power Attack
Combat Gear *elixir of sneaking*, potion of *cure light wounds* (CL 3)

STATISTICS

Abilities Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 8
SQ trapfinding
Feats Power Attack
Skills Climb +7, Hide +7, Jump +7, Listen +6, Move Silently +7, Search +4, Spot +6, Tumble +7
Possessions combat gear plus masterwork studded leather, masterwork short sword, masterwork dagger, backpack, grappling hook and silk rope 50ft.

TACTICS

Oli stays a few steps back from his brother when they are infiltrating a new location. He pays more attention to the body language of his brother than he does the surroundings. In combat he is physically superior and he seeks to maintain flanking with his brother.

BY ROBERT J. KUNTZ

WARLOCK'S WALK

MAURE CASTLE

WARLOCK'S WALK

By Robert J. Kuntz with Special Thanks to Allan Grohe
3.5e Conversion by Rick Miller and Stuart Parr
Art by Eugene Jaworski and Rick Miller
Cartography by Robert J. Kuntz, Brian McRae, and Rick Miller
A WORLD OF GREYHAWK, HIGH LEVEL (13–20) DUNGEON CRAWL

"Warlock's Walk" is a D&D adventure for four 18th-level PCs, although several of the encounters herein could easily challenge a party of four 17th or 19th level PCs. This adventure is set under the infamous ruins of Maure Castle, a monolithic edifice of jet-black granite jutting out of the surrounding countryside. A powerful family of Suel wizards who fled the Imperium prior to the Twin Cataclysms built the castle and its dungeons. After generations of in fighting and debauchery, the family sealed themselves into the dungeons below their castle never to be seen again. Today the unplundered levels of these dungeons have become one of the most infamous adventuring sites throughout the Central Flanaess. Although estimates have placed the number of mysterious and arcane dungeon levels below Maure Castle at 18, there may in fact be even more.

This adventure presents one of those dungeon levels in detail. Known as the Warlock's Walk, this dungeon level is located above "The Statuary," which was itself detailed in Dungeon #112's mega-adventure, "Maure Castle", and further developed in Dungeon #124's Chamber of Antiquities and Dungeon #139's The Greater Halls.

Characters who have adventured through "Maure Castle" should be ready to extend their exploration of the dungeons up from the Statuary, but it isn't required that you run "Maure Castle" before running "Warlock's Walk." These vaults and repositories of magic treasures therein could exist on their own, or might be connected to any number of other existing dungeons in any campaign setting.

Adventure Background

The primary architect of the Maure Castle dungeons was an enigmatic and mysterious figure known only as Uncle, created the Warlock's Walk from many of the strange magics he had encountered, catalogued and deciphered from throughout the planes. The Warlock's Walk was designed to test the Maure family's skills in changing environments, to this end, Uncle created various demiplanes that connected to the walk, often changing them in and out to keep the family on their toes.

Following Uncles departure, Aspong Maure executed the matters of the Warlock's Walk and its many demiplanes. He spent countless days and nights studying the arcane nature of the many portals and in this controlled environment, finally gaining mastery over the level and its conjured extraplanar denizens. Several centuries ago, while patrolling the many layers of the walk, Aspong was defeated by a group of adventurers, led by the Aeltoqq the recently transformed lich. However, their victory was not to last as Aspong's minions quickly set upon the group finally defeating them on the *demiplane of ambivalent fury*, where Aeltoqq in his haste to flee the scene, lost his phylactery to a pair of molydeus demons. Subsequently, the creation of the Id Core revived Aspong allowing him to resume study of the demiplanes. Aspong now acts as a guardian to the walk protecting its secrets with his many servants.

Adventure Hooks

Aeltoqq's Phylactery: Shortly after becoming a lich, Aeltoqq led a group of adventurers into the Warlock's Walk; their remains lie next to the exit slab to the *demiplane of ambivalent fury*. Aeltoqq escaped with his life; however, during the fighting he lost his phylactery. Aeltoqq is willing to help any adventurers to recover his phylactery, even going as far as joining them in the fight against Afelbain or any of the other denizens of the dungeon.

Blazing Killer's Pet: Assassins, Suel descendants, or clerics of Pyremius receive a dream where they are in a plane of fire and torment, consumed by fire and charred swathes of land, while lakes boil and steam as fresh magma pours into them from erupting volcanoes. Amongst this a multi-headed fiery beast held on a fiery whip that acts like a leash, gnashes its teeth, attempting to strike at any in range as it is reigned in by a hideous-looking bald tiefling with ears like a bat's wings, carrying a red-hot longsword. The tieflings form mingles with the flames of the plane, switching back and forth between a corporeal form and one wholly made of flames. Suddenly, a shadowy figure appears throwing glowing violet-blue dust light that erupts in a cacophony of light. In an instant, the multi-headed fiery pet disappears leaving the tiefling shrieking in rage, causing the volcanoes to burst their tops. After receiving this dream, any player failing a Will save (DC 30) suffers the effects of a *nightmare* spell, unless they openly acknowledge the task, the Blazing Killer has set before them. Completing the task requires banishing the ancient twelve-headed pyrohydra from Area 12 back to its home plane of origin.

Destroying the Id Core: If the PCs defeated Afelbain in the Statuary

they discover that this was just one-step in the process of destroying the maurids and the Id Core. Afelbain's existence, coupled with the other remaining psychic memories of the Maure clan, sustains the core for the time being. As long as one exists, the other cannot be permanently destroyed. To destroy the Id Core, the remaining ten family members must be defeated. The ten remaining are Afelbain, Vexxus, Elluvia, Bersteck, Hollowix, Zenebar, Sowac, Anaehesh, Fenel and Aspong. This list can also be found in Area 104 of the Statuary.

Relics of the Far Wanderer: Recently, Agath of Thrutch (high priest of Celestian) came upon a scroll bearing the "M" insignia of the Maure family. Written on the scroll were descriptions of two important relics of the Far Wanderer, Celestian. The first, a pouch of stardust called impervious containment, and the second, an ancient portal adorned with diamonds, amethysts, sapphires, emeralds, topaz, jacinths and rubies that apparently can be set to open to various planes. Agath asks that the PCs return with a sample of the *impervious containment* stardust and ask that they document their journey to the portal with complete maps of the room surrounding it. Further, he commissions a player with Craft (painting) to illustrate the environs of the room and the portal.

Agath will pay 1,000gp for the documentation of their travels alone, doubling that for accurate maps and blueprints of the dungeon levels. A player who completes the painting for Agath receives 3,000gp for the finished work.

Theoretical Expositions of Power Magic: Player characters that traverse through Maure Castle uncovering its secrets may take any of the following prestige classes, either during or after this adventure, should they meet the requirements.

Those that succeeded at disabling the symbol traps throughout the dungeon may take the Geometer prestige class (Complete Arcane 39), while those who succeeded at deciphering the scribbles on the walls of the Chamber of Mad Scribbles (Area 5 in the Great Hall) may take the archmage, hierophant, or mystic theurge prestige classes (Dungeon Master's Guide 178, 188, 192).

Characters that explored and chronicled the tomes and artifacts of the *Chamber of Antiquities* may take the arcane archer or loremaster prestige classes (Dungeon Master's Guide 176, 191).

Those that passed through the *Greater Halls* may take the eldritch knight or thaumaturgist prestige classes (Dungeon Master's Guide 187, 196).

Finally, those passing through all of the tests of the *Warlock's Walk* may take the elemental savant (Complete Arcane 32), horizon walker (Dungeon Master's Guide 189), planar champion (Manual of the Planes 28), planeshifter (Manual of the Planes 30), or Suel Arcanamach (Complete Arcane 63) prestige classes.

WARLOCK'S WALK

Warlock's Walk differs from any of the other dungeon levels in that it links to several demiplanes through four distinct portals. The level's creator, Uncle created pocket demiplanes, testing his kin's skills with esoteric riddles, guardians and deadly traps. In the centuries since its creation, the walk has grown and is now nurtured by beings that the Maure warlocks and necromancers summoned and at one time controlled.

Centuries ago, the Warlock's Walk housed Aspong, a potent Maure warlock responsible for overseeing the testing of his kin. To this end, the Maure patriarch, a mysterious and ancient figure known only as "Uncle," ordered Aspong to raise and maintain and train his kin in his absence. However, as the family fell into obscurity Aspong's role declined and he eventually fell to a group of adventurers led by a twisted sorcerer named Aeltoqq.

In the century following the fall of the House of Maure, the Id Core revived Aspong as a maurid, who once more defends the walk from outsiders. Today, dozens of maurid creatures defend the walk, physical manifestations of the collective memories of Maure scions. Further, the lich Aeltoqq's phylactery is sequestered on this level in a hoard of treasure guarded by the likes of Aspong Maure.

Properties of the Walk

The stonework in the Warlock's Walk, typically granite, is just shy of 1,000 years old. Unless otherwise noted, ceiling height remains a constant 10 feet. Unless otherwise noted, ceiling height remains a constant 30 feet. All Doors are made of iron.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28.

Typical Masonry Wall: 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC 15.

Entry/ Exit Slabs: These raised basalt slabs each bear silver-etched sigils along their base as well as a circle of the same sigils on its face. Each slab rests 1ft. from the ground and has a 5ft. radius. If physically touched the runes glow with light-blue incandescence and immediately teleport the character to the Nexus.

Basalt Teleporter Slab
Type: magical (20th-level wizard)
Hardness 8 **hp** 90
Search DC 34 **Disable Device** DC 34 (temporarily suppresses for 1d4 rounds)

EFFECTS

Trigger: touch **Reset:** automatic
Effect (*greater plane shift*, Will save DC 28 negates)

Doors: All secret doors require a successful Search skill check (DC 35) to locate. The doors are voice-activated and touch-activated opening only when the name, "Maure" is spoken aloud and the wall is touched. The doors are etched with the following, "*Speed, my Kin, Speed*", written in Ancient Suloise. A character who understands Ancient Suloise or that makes a successful Decipher Script skill check DC 25, can read the door. This riddle can be deciphered with a successful Knowledge (History) DC 35 skill check.

Lighting: Unless stated otherwise, all areas of the Walk are unlit.

Sounds: Sound travels little within the Warlock's Walk. Any Listen check within the keep suffers a -5 terrain modifier.

Areas A-D: Each of these four sections is its own demiplane, perhaps created by Uncle himself. Each section has its own properties

as well as the following:

Normal Gravity: Each plane has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a description, it is assumed every plane has the normal gravity trait.

Self-Contained Shape: Each planes border wrap in on themselves, depositing the traveler on the other side of the map. A spherical plane is an example of a self-contained, finite plane, but there can be cubes, toruses, and flat planes with magical edges that teleport the traveler to an opposite edge when he crosses them.

Timelessness: Time does not pass here as it does in the normal world. Meaning that the body will not become fatigued by lack of nourishment, anyone within the Warlock's Walk is treated as if they possessed a *ring of sustenance*. Upon returning to the castle proper, these effects immediately strike any who stay in the Warlock's Walk for too long.

Alterable Morphic: Each plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

1. The Nexus of Divergent Paths

At the bottom of the stairs lies, a room with six different raised dais slabs covered in esoteric runes and sigils. Two slabs on the east and west walls, one on the south and a final one in the center of the room.

Upon closer examination, each slab bears the image of a locked door with a skeleton key under it, the symbol of Dalt, the god of portals. The *teleportation circle* on each slab cannot be disabled or dispelled by any means short of divine intervention. Each slab transports the PCs to the designated are (Area A-E). Upon their return, the PCs return to the center slab. Once entered, the levels cannot be accessed again. Each area must be completed in a cycle, A, then B, then, C (see below).

A. Transports to area A at slab marked ENTER, cannot be accessed again if A is completed. again if A is completed.

B. Transports to area B at slab marked ENTER, cannot be accessed again if B is completed.

C. Transports to area C at slab marked ENTER, cannot be accessed again if C is completed.

D. Transports to area D at slab marked ENTER, cannot be accessed again if D is completed.

E. Transports to area E at slab marked ENTER, cannot be accessed again if E is completed.

DEMIPLANE OF CONTINGENT PROBABILITIES (AREA A)

The surfaces of this section appear to be flowing evanescent versions of the Walk. Each door is a midnight blue iron door that seems to ebb with mystic energy. Each of these doors acts as a one-way portal into the next room. Once a door has closed it will not open again for one hour or until it is opened on the other side.

Physical Traits: As listed above plus, all denizens of this plane phase into and out of existence. Further, all creatures are treated as if they had a *displacement* spell cast upon them.

Elemental and Energy Traits: none

Alignment Traits: Mildly Chaos Aligned, all lawful creatures suffer a -2 circumstance penalty on all Charisma-based checks.

Magic Traits: normal magic

2. Entry Slab

Incandescent dancing lights flicker and flit about this black flecked-white marble corridor. The silver-etched basalt slab turning from warm to cold as a strong breeze comes out of nowhere and disappears just as it came.

3. Den of the Stone Behemoths EL 18

At the center of this ruined grey stone chamber is a ten-foot high pile of rock and debris surrounded by piles of loose gravel. The walls of this chamber are riddled with scratch-marks and hundreds of crudely drawn images. Pacing around the pile, amongst the mess are two stooped, gnarled bleach-skinned giants and two pale-skinned reptilian beasts covered in spiny-scales.

Each of these two groups switches places with the other race every few minutes. Only four of each group exists and each time one is killed another takes it place where it was standing. The rooms denizens are both unaware of the other races presence completely, both having been driven mad by the dungeons strange probability effect and the centuries of seclusion. Due to the ever-changing qualities of the area, the maur giants have developed an immunity to the basilisk's stony gaze just as the basilisks have become immune to the maur's special talents.

STONEMAIL (UNDERDARK 67)

Cost: 180gp
Armor Bonus: +5
Armor Check Penalty: –5
Spd (30ft/ 20ft): 20ft. /15ft.
Max Dex: +2
Spell Failure: 30%
Weight: 35lbs.

This armor is made of interlocking stone plates, cunningly carved for both thinness and strength. A layer of cured hide underneath the stone prevents chafing and cushions the impact of blows. Several layers of stone plates usually hang over vital areas, and most of the armor's weight hangs from the shoulders. The suit includes hide gauntlets with tiny stone plates sewn onto them. Stonemail does not violate a druid's spiritual oaths.

When running in stonemail, you move only triple your speed, not quadruple.

Abyssal Greater Basilisk (4); hp 189 each; Monster Manual 24; immune to maur's spell-like abilities & tunnel scream

Maur, Unfurled Hunched Giants (4) CR 11

Underdark 95

N Large Giant (Earth), Huge Giant [*unfurled]*

Init +0; **Senses** darkvision 60ft., low-light vision; Listen +3, Spot +3

Languages Common, Giant, Undercommon

DEFENSE

AC 23, touch 9, flat-footed 23 (–1 size, +9 natural, +5 stonemail) or 26, touch 12, flat-footed 26 (*unfurled*)

hp 114 each (12 HD, 150 each - *unfurled*)

Immune petrification

Fort +13 **Ref** +4 **Will** +7 (*unfurled* - Fort +20, Ref +8, Will +11)

OFFENSE

Spd 30ft. in stonemail*; base 40 ft., burrow 5 ft.

Melee huge warhammer +15/+10 melee (2d8+10, crit 20/×3) or huge warhammer +17/+12 melee (2d8+15, crit 20/×3) [*unfurled*]

Space 10ft. (15ft *unfurled*) **Reach** 10ft. (15ft *unfurled*)

Base Atk +9; **Grp** +20 (*27 unfurled)

Atk Options Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack

Special Atks tunnel scream, unfurled might

Spell-like Abilities (CL 15th, +15 vs. SR)

(2/day) - *meld into stone, move earth, spider climb*

(1/day)- *call lightning** (DC 16), *chain lightning** (DC 19)

* *unfurled* abilities only

STATISTICS

Abilities Str 25 (31 *unfurled*), Dex 10, Con 20 (26 *unfurled*), Int 16, Wis 17, Cha 17

SQ oversized weapon

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack

Skills Climb +22 (20 unfurled), Escape Artist +15, Hide +10 (2 unfurled), Listen +18, Spot +18, Use Rope +0 (+2 bindings)

Possessions combat gear, huge warhammer, huge stonemail, *and a* shoulder sack containing food, 3 stone spear heads, a 50ft. coil of silk rope, a gold and malachite necklace (150gp), large stone hammer, iron tongs, a carved of stone harp and 72gp.

SPECIAL ABILITIES

Oversized Weapon (Ex): A maur can wield a two-handed weapon as though it was one-handed and a one-handed weapon as though it were light.

Tunnel Scream (Su): Once per day, a maur can scream within any enclosure of stone or natural earth (such as in an earthen tunnel or a stone building). Its scream fills a 60-foot cone with sonic energy. Any creature within this area is stunned for 1 round, deafened for 4d6 rounds, and takes 10d6 points of damage. A DC 24 Fortitude save negates the stunning and deafness effects and reduces the damage by half. The save DC is Constitution-based.

Unfurled Might (Su): When in a space at least 20ft.-high that offers sufficient room for a creature with a 15ft. space, a maur can unfurl from its stooped, hunched position as a standard action. Unfurling is an agonizing, joint-popping experience for the maur, though it relishes the change. While completely unfurled, the maur gains a +6 bonus to Strength, a +6 bonus to Constitution, and a +4 morale bonus to AC and saving throws. A maur can spend 10 rounds unfurled each day before it is forced back into its prior hunched conformation.

4. Room of Illusionary Collapse EL 18

A recent cave-in has ruined this once illustrious arcade of wondrous Suel murals and sculptures.

This room looks to be ruined, however a player with the ability to see magic auras or that casts detect magic, notices that the room a strong aura of illusion magic. If the illusion is dispelled, the room is found to be empty of any decoration save that of a small jade statue (worth 100gp) wrapped in fleece.

Unless the illusion is interacted with, the probability of a real collapse remains the same. The ruined room is an illusion to begin with, but the probability that it shifts to real is 50% per round spent in it. If it shifts to real, then a collapse occurs, and continues each round until the probability shifts back to being an illusion. At which point, the remains that fell disappear and no real collapse occurs.

Heightened permanent image (Pseudo-real cave-in) Trap

Type: magical (20th-level wizard) and natural

Search DC 34 **Disable Device** DC 34/ -

EFFECTS

Trigger: 20ft. proximity; **Reset:** automatic

Effect (heightened *permanent image*, Will save DC 28 negates); a cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried. Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead. Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that

fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check.

5. Guard Post EL 18

Several large stone tables sit next to the walls of this foul-smelling chamber. Sitting at the tables, are ten ogres boasting their bravado and slamming the fists onto the table as they play games of chance.

The ogres in this room are making so much noise that the PCs need only make a successful Listen skill check DC 10 to hear them. Once the PCs enter, the ogres flip the tables over and attack.

Stone Tables (2): (10ft.-long, 5ft. wide); 8in. thick, Hardness 8; hp 120; Break DC 28

Probability Stone Ogres (10) CR 12

Male elite half-stone golem skullcrusher ogre fighter 2

Monster Manual II 209, Monster Manual III 116

CE Large Giant

Init +6; **Senses** darkvision 60ft., low-light vision; Listen +3, Spot +3

Languages Common, Giant

DEFENSE

AC 33, touch 11, flat-footed 31 (-1 size, +2 Dex, +11 natural armor, +9 armor, +2 shield)

hp 154 each (10 HD) damage reduction 10/ adamantine

Immune magic

Fort +18 **Ref** +8 **Will** +6

OFFENSE

Spd 25ft. in great armor, base speed 40 ft.

Melee large masterwork morningstar +19/+14 (3d6+15, crit 20 /x2) and adamantine heavy spiked steel shield +18 (1d8+15, crit 20/ x2) or large masterwork morningstar +23/ +18 (3d6+15, crit 20/ x2) or adamantine heavy spiked steel shield +23/ +18 (1d8+15, crit 20/ x2)

Ranged rock +9 (2d6+15, crit 20/ x2)

Space 10ft. **Reach** 10ft.

Base Atk +8; **Grp** +30

Atk Options Cleave, Improved Grapple, Improved Sunder, Power Attack

Special Atks rock throwing, slow (DC 17)

ABILITIES

Abilities Str 40, Dex 15, Con 25, Int 10, Wis 14, Cha 5

SQ +2 Racial Bonus on Fortitude Saves, probability shifting, *stoneskin*

Feats Cleave, Improved Grapple, Improved Initiative, Improved Shield Bash, Improved Sunder, Lightning Reflexes, Power Attack, Two-Weapon Fighting

Skills Climb +12, Craft (armorsmithing) +8, Craft (weaponsmithing) +8, Intimidate +5, Jump +12, Listen +3, Spot +3, Survival +3

Possessions masterwork large morningstar, adamantine shield heavy spiked steel shield, masterwork great armor, amulet of resistance +2, bag with 3 large stones

SPECIAL ABILITIES

Slow (Su): A half-stone golem can use *slow* as a free action once every 2 rounds. The effect has a range of 10 feet and duration of 7 rounds, requiring a successful Will save (DC 17) to negate. The ability is otherwise the same as the spell.

The save DC is Constitution-based.

TACTICS

As the PCs enter this room, the ogres flip the tables over giving them cover and a +4 bonus to their Armor Class and Reflex saves. Four of the ogres move out to block the area behind the tables, while their comrades' launch large stones at the PCs from behind the overturned tables. If the ogres encounter a spellcaster they will attempt to grapple them and then proceed to bash them into the surfaces of the room, each round. Escaping their grasp requires a successful Escape Artist skill check or a grapple roll greater than the ogres grapple roll.

6. Perdition's Flames EL 18

Torrid flames tear through this room issuing forth from the southern door. The flames reach from ceiling to floor, except a ten-foot area at the far end of the room where the exit slab rests.

Anyone attempting to cross the room suffers 4d6 points of fire damage every 10ft. they travel through it. Much like the rest of the rooms on this level, it also suffers from frequent probability shifts. When this occurs, the fire elemental monolith responsible for the rooms' condition appears and attacks anyone attempting to put the flames out.

Once the PCs destroy the fire elemental monolith, the fires quickly dissipate covering all of the surfaces with charred soot.

Severe Heat: Due to the constant flames in this room, characters staying in the room suffer 1d6 points of damage per round while breathing the stifling air. In addition, a character must make a successful Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Probability Fire Monolith CR 17

Complete Arcane 158

N Gargantuan Elemental (Extraplanar, Fire)

Init +13; **Senses** darkvision 60ft.; Listen +43, Spot +43

Languages Common, Ignan

DEFENSE

AC 29, touch 15, flat-footed 20 (–4 size, +14 natural, +9 Dex) dodge, mobility

hp 378 (36 HD) damage reduction 15/ -

Immune fire, elemental traits

Fort +20 **Ref** +29 **Will** +16

Weakness cold

OFFENSE

Spd 60ft. (12 squares) spring attack

Melee 2 slams +35 melee (6d6+11, crit 19–20/ x2 plus 4d6 fire)

Space 20ft. **Reach** 20ft.

Base Atk +27; **Grp** +50

Atk Options class abilities + Blind-Fight, Cleave, Combat Reflexes, Mobility

Special Atks burn

ABILITIES

Abilities Str 32, Dex 29, Con 22, Int 12, Wis 15, Cha 17

SQ probability shifting

Feats Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Natural Attack, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (slam)

Skills Balance +13, Diplomacy +5, Intimidate +16, Jump +25, Listen +43, Sense Motive +15, Spot +43, Tumble +24

SPECIAL ABILITES

Burn (Ex): A fire monolith's slam attack deals bludgeoning damage plus fire damage because of the creature's flaming body. Anyone hit by a fire monolith's slam attack must succeed on a DC 34 Reflex save or catch on fire. The flame burns for 1d4 rounds. Unless it is still in contact with the fire monolith, a burning creature can take a move action to put out the flames. The save DC is Constitution-based. Creatures that hit a fire monolith with natural weapons or unarmed attacks take fire damage as though hit by the monolith's attack, and also catch on fire unless they succeed on a DC 34 Reflex save.

HOLLOWWALK, THE LIVING CAVERN (AREA B)

This plane is made of a deep pinkish-red flesh that reeks an acidic miasma. Creatures who visit this plane suffer 3d6 acid damage per round as they breathe in the noxious fumes.

Physical Traits: As listed above plus, except that all surfaces are made of flesh.

Elemental and Energy Traits: none

Alignment Traits: Mildly Chaos Aligned, all lawful creatures suffer a -2 circumstance penalty on all Charisma-based checks.

Magic Traits: *Enhanced magic:* Any transmutation spell or a spell with the Acid descriptor is automatically Empowered and Extended without changing the spell slot required or the casting time. Spellcasters on the plane are considered to have the Empower Spell or Extend Spell feats for the purpose of applying them to that spell. Spellcasters native to the plane must gain the feat or feats normally if they want to use them on other planes as well.

7. In the Belly of the Beast

Layers of oily acrid-smelling deep pinkish-red flesh cover the granite slab of this flesh-covered room. The place seems alive, moving and vibrating like some macabre stomach.

7A. Bowels of the Abyss EL 19

Billowing clouds of acidic gases form here at the juncture of two passages. Small veins protruding from beneath the skin pump life into the Hollowwalk.

As the PCs enter this area a mass of flesh rises from the floor, forms itself into a naked bipedal abomination then detaches itself from a lone strand of flesh.

Gut-Ache CR 19

Modified demonflesh golem

Fiend Folio 87

LE Huge Construct (Extraplanar)

Init +3; **Senses** darkvision 60ft., low-light vision, *see invisibility*; Listen +1, Spot +1

Languages Abyssal

DEFENSE

AC 33, touch 7, flat-footed 33 (-2 size, +26 natural armor, -1 Dex)

hp 172 (24 HD) damage reduction 15/ adamantine and good

Immune acid, electricity, magic, construct traits

Resist cold, fire 20

Fort +8 **Ref** +7 **Will** +9

OFFENSE

Spd 50ft. (10 squares), Fly 100ft. (20 squares)

Melee slam +27 (2d6+15 plus 5d6 acid, crit 20/ x2) and
tail slap +27 (1d6+15 plus 5d6 acid, crit 20/ x2) and
claw +27 (2d6+15 plus 5d6 acid, crit 19-20/ x2)

Space 15ft. Reach 15ft.

Base Atk +16; **Grp** +34

Atk Options claw and whip tail grafts, Combat Reflexes, Great Cleave, Power Attack

Special Atks death throes, fear gaze (30ft. range, Will save DC 23 negates)

Spells-Like Abilities (CL 20th; +15 ranged touch, +20 vs. SR)
3/day— *darkness, poison* (DC 15), *unholy aura*
1/day—*destruction* (DC 18), *horrid wilting* (DC 19), *unholy blight* (DC 15)

ABILITIES

Abilities Str 31, Dex 8, Con -, Int 8, Wis 12, Cha 13

Feats Cleave, Combat Reflexes, Great Cleave, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Focus (claw, slam, tail slap)

Skills Climb +29, Jump +28

SPECIAL ABILITIES

Acid Sheath (Ex): Gut-Ache is encased in a caustic shield that inflicts 30 points of acid damage to any creature striking Gut-Ache. Reach weapons, such as longspears, do not endanger their users in this way. If Gut-Ache is grappled, the grappler takes acid damage once per round at the beginning of their turn.

Claw Graft (Ex): A demonflesh golem's left arm can attack independently of the golem's control. This allows a golem to make a second attack each round. This means the golem can attack with its slam, then move, and then attack with its claw, all in a single round (but it cannot attack twice with its claw). The clawed arm has a Strength score of 35, attacks at the golem's full base attack bonus (plus its higher Strength bonus), and gains its full Strength bonus on damage rolls.

Death Throes (Ex): When killed, Gut-Ache explodes in a billowing cloud of putrefying gas that deals 2d6 points of acid damage/ round in a 20-ft. radius, 20 ft. high area. This effect lasts 24 rounds.

Fear Gaze (Su): Anyone within 30 feet of a demonflesh golem who meets its eyes must make a successful Will saving throw (DC 23) or be paralyzed with fear for 1d4 rounds. Demonflesh golems are immune to their own gaze attacks and to those of others of their kind.

Whip Tail Graft (Ex): As a full-round action, a demonflesh golem can direct its tail to attack one creature within 25 feet. Wounds from the tail burn fiercely, causing the creature struck to make a successful Fortitude save (DC 23) to be dazed

for 1 round.

DEVELOPMENT

If the veins this room are burst by a melee attack, they burst covering the offender in a sticky foul-smelling goo. The goo deals 2d6 acid damage per round for 1d4+1 rounds. Further, the goo also generates an acrid stench bestowing the character with a -10 circumstance penalty to all Hide checks.

8. Column of Evil Eyes

The stretched flesh of this chamber twists and contorts around a central pillar of bloodshot eyes that gaze blankly across the room.

As the PCs enter the room, the column activates, attacking any who dare trespass.

Evil Eye Column **CR 20**

N Huge construct

Init +0; **Senses** all-around vision, blindsight 60ft., darkvision 60ft., low-light vision; Spot +4, Listen +4

Languages none

DEFENSE

AC 27, touch 7, flat-footed 27 (-2 size, -1 Dex, +20 natural armor)

hp 440 (40 HD) damage reduction 10/ adamantine, fast healing 5

Immune acid, construct traits, magic

Fort +13 **Ref** +13 **Will** +13

OFFENSE

Spd 0ft. (does not move)

Ranged 10 eye rays +28 (ranged touch attack, see below)

Space 15ft. **Reach** 15ft.

Base Atk +28; **Grp** +49

Special Atks eye rays (see below)

ABILITIES

Abilities Str 36, Dex 10, Con -, Int -, Wis 11, Cha 10

SQ maximized construction (max hp)

SPECIAL ABILITIES

All-Around Vision (Ex): Evil eye columns are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked.

Eye Rays (Su): Each of the evil eye columns' ten eye rays resembles a spell cast by a 25th-level caster. Each eye ray has a range of 150 feet and a save DC of 30. The save DCs are Charisma based. The ten eye rays include:

Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell (40d6 damage).

Electric ray: The target must make a successful Reflex save (for half) or suffer 20d6 electrical damage.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell.

Finger of Death: The target must succeed on a Fortitude save or be slain as though by the spell. The target takes 3d6+25 points of damage if its saving throw succeeds.

Flesh to Stone: The target must succeed on a Fortitude save or be affected as though by the spell.

Insanity: The target must make a successful Will save (DC 30) or be affected as though by the spell.

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates).

Slow: This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect.

Stunning Ray: The target must make a successful Fortitude save or be stunned for 1d6 rounds.

Telekinesis: The target must make a successful Reflex save or be thrown 20ft. away.

Weakening Eye: The target must make a successful Fortitude save or suffer 3d6 points of crippling Strength damage.

Immunity to Magic (Ex): An evil eye column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows an evil eye column (as the slow spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the column and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an evil eye column hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. An evil eye column golem gets no saving throw against attacks that deal electricity damage.

9. Pudding Puddles EL 16

Black goo covers the surfaces of this oily flesh-covered room forming into puddles here and there.

As the PCs cross the room, four elder black puddles converge and attack.

Ooze, Elder Black Pudding (4); hp 290 each, Monster Manual 201

10. Exit Slab

At the far end of this flesh-covered corridor is a large granite exit slab surrounded by burnt patches of flesh.

DEMIPLANE OF AMBIVALENT FURY (AREA C)

This plane resembles the walk in all ways except that it features a dirt floor.

Physical Traits: As listed above plus, all non-residents of this plane must make a successful Will save DC 25 or suffer the effects of a *confusion* spell. Further, all creatures are treated as if they had a *displacement* spell cast upon them.

Elemental and Energy Traits: none

Alignment Traits: Mildly Chaos Aligned, all lawful creatures suffer a -2 circumstance penalty on all Charisma-based checks.

Magic Traits: *Enhanced magic:* Any enchantment spell is automatically Empowered and Extended without changing the spell slot required or the casting time. Spellcasters on the plane are considered to have the Empower Spell or Extend Spell feats for the purpose of applying them to that spell. Spellcasters native to the plane must gain the feat or feats

normally if they want to use them on other planes as well.

11. Entry Slab

This chamber is adorned with various tapestries depicting twin dragons in various settings battling each other over a single fiery volcano.

12. The Fiery Twelvefold Pits of Pyremius EL 17

Pools of liquid metal and igneous rock form the core of this chamber. At its center is a single island of semi-cooled rock and metal where a huge twelve-headed reddish monstrosity bearing hundreds of scars over its entire body rests.

This ancient twelve-headed pyrohydra was once a pet of the Blazing Killer, Pyremius. However, some centuries ago Uncle had the creature captured and placed within this level to test the mettle of his kin. Its has been ages since the beast has feasted on the charred flesh of its victims and though it feels no hunger pangs, its mouths still foam and drip acrid spittle. As the PCs enter, it immediately strikes out at all within reach.

Pool of Lava (10ft.-deep): Any character who falls or wades into the lava takes 2d6 points of damage per round of exposure. An immunity or resistance to fire serves as an immunity/ resistance to lava or magma. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

Should the character become totally immersed they suffer 20d6 points of damage per round and may drown unless they swim out in time.

Severe Heat: Due to the constant flames in this room, characters staying in the room suffer 1d6 points of damage per round while breathing the stifling air. In addition, a character must make a successful Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Ancient Pyrohydra CR 16

Elite spellwarped 12-headed pyrohydra
Monster Manual 157, *Monster Manual III* 162
N Huge Magical Beast (Fire)
Init +6; **Senses** darkvision 60ft., low-light vision, scent; Listen +11, Spot +11
Languages understands Ancient Suloise

DEFENSE

AC 25, touch 10, flat-footed 23 (-2 size, +15 natural armor, +2 Dex)
hp 198 (12 HD) fast healing 22
Immune fire
Resist -; **SR** 23
Fort +18 **Ref** +10 **Will** +8

OFFENSE

Spd 20ft. (4 squares), swim 20ft. (4 squares)
Melee 12 Bite +21 (4d6+10, crit 20/x3)
Space 15ft. **Reach** 10ft.
Base Atk +12; **Grp** +30
Atk Options Blind-Fight, Combat Reflexes
Special Atks breath weapon (10ft. high, 10ft. wide, 20ft. long line of fire, 3d6 damage, Reflex save DC 26 for half)

ABILITIES

Abilities Str 30, Dex 14, Con 30, Int 9, Wis 15, Cha 6
SQ Fire Sub-Type
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite)

SPECIAL ABILITIES

Breath Weapon (Su): The pyro-hydra can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful Reflex save (DC 26) halves the damage.
Hydra Traits: Hydras can attack with all their heads at no penalty, even if they move or charge during the round. A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage 17 points of damage in one blow. Any excess damage is lost. A severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 points of cold damage does. The hydra can no longer attack with the severed head but suffers no other penalties. A severed head regrows in about a month.
Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creatures spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.
Might: +4 enhancement bonus to Str.
Agility: +4 enhancement bonus to Dex.
Endurance: +4 enhancement bonus to Con.
Life: Gain temporary hp equal to 5x the level of the failed spell.
Speed: Base Spd increases by a number of ft. equal to 5x level of the failed spell.
Resilience: Resistance 10 to one energy type (acid, cold electricity, fire, sonic)

13. Den of the Twin Terrors EL 19

Nestled into the far corner of this chamber is a large patch of straw where a confused two-headed cyclops attempts to rest from its chaotic thoughts by hacking bits and pieces out of the wall of its stone prison.

Polyxevious listens intently for trouble at all times from within his lair. If he hears approaching footsteps he quaffs his potions of *false life* and *haste*. He attacks the first person to get into range with both spears and rages.

Polyxevious CR 19

Male elite two-headed cyclops barbarian 8
Shining South 64, Savage Species 124
CE Large giant
Init +5; **Senses** darkvision 90ft., low-light vision; Listen +20, Spot +20
Languages Common, Giant

DEFENSE

AC 21, touch 10, flat-footed 21 [raging AC 19, touch 8, flat-footed 19] improved uncanny dodge, trap sense +2 (-1 size, +11 natural armor, +1 Dex)

hp 278 (21 HD, 291 with *false life,* 320 *raging,* 333 *raging & false life*) damage reduction 1/ -

Immune energy-drain, death effects, negative energy effects

Resist -; SR 20

Fort +21 (+23 raging) **Ref** +11 **Will** +9 (+11 raging) trap sense +2

OFFENSE

Spd 50ft.

Melee masterwork battle axe +25/+20 (2d6+11, crit 19-20/ x3) and
masterwork heavy pick +25/+20 (1d8+11, crit 19-20/ x4) or
slam +24 (1d4+16, crit 20/ x2) or

Melee [*raging, 5 point power attack*] masterwork battle axe* +22/ +17 (2d6+19, crit 19-20/ x3) and masterwork heavy pick +22/+17* (1d8+19, crit 19-20/ x4)

Ranged masterwork spear +25/+20 (2d6+16, crit 20/ x3)

Space 10ft. **Reach** 10ft.

Base Atk +13; Grp +27 (+29 raging)

Atk Options Awesome Blow, Brutal Throw, Combat Reflexes, Improved Bull Rush, Power Attack

Special Atks rage 3/day (+4 Str, +4 Con, +2 morale bonus to Will saves), rock throwing

Combat Gear *lens of petrification* (Victim is petrified unless they make a successful Fortitude save DC 19. This effect last for 10 rounds per day), potion of *cure serious wounds* (CL 5), potion of *false life* (CL 2), potion of *haste* (CL 7)

ABILITIES

Abilities Str 32, Dex 12, Con 26, Int 11, Wis 10, Cha 4

SQ fast movement

Feats Awesome Blow, Brutal Throw, Combat Reflexes[B], Improved Bull Rush, Improved Critical (battleaxe and heavy pick), Improved Initiative[B], Improved Multiattack[B], Iron Will, Lightning Reflexes, Power Attack

Skills Climb +21, Intimidate +10, Jump +29, Listen +20, Search +2, Speak Language +1, Spot +20, Survival +5

Possessions combat gear, masterwork heavy pick, masterwork battleaxe, two masterwork spears, *bracelet of health +4, scarab of protection*

SPECIAL ABILITIES

Superior Two-Weapon Fighting (Ex): Polyverxious fights with a battle axe in one hand and a heavy pick in the other. Because each of his two heads controls an arm, he does not take a penalty on attack or damage rolls for attacking with two weapons.

TACTICS

After taking the steps listed above, Polyxevious begins his rage, attacking anyone in range, knocking opponents into each other and rushing directly into the center of any grouped characters. Should he see an enemy spellcaster or rogue in range he uses his *lens of petrification* to take them out of combat.

Morale If wounded below 75hp he will attempt to withdraw far enough away to quaff his last potion of *cure serious wounds*.

14. Chamber of Constant Conundrums EL 19

Two large two-headed trolls are engaged in an intense argument in this shabby trash-choked chamber.

Anyone near this chamber may make a successful Listen check DC 25 to hear the two-headed trolls arguing with one another and exchanging blows. Each troll also listens for any ruckus outside their room, and immediately rushes to other rooms to challenge intruders.

These trolls guard the iron door leading to Area 14a. Each troll stays within 10ft. of the other so that they are both in reach and to take advantage of any Attacks of Opportunity on their victims. One of the trolls wears a *phylactery of healing* as a nose ring.

Be-ph and Ud-del CR 17

Male elite multi-headed troll barbarian 4/ frenzied berserker 5

CE Large Giant

Monster Manual 247, *Savage Species* 124

Init +9; **Senses** darkvision 90ft., low-light vision, scent, Listen +13, Spot +13

Languages Giant

DEFENSE

AC 27, touch 14, flat footed 27 (-1 size, +5 Dex, +7 armor, +6 natural) trap sense +1, uncanny dodge

hp 287 each (15 HD) regeneration 5

Fort +23, **Ref** +10, **Will** +9 trap sense +1

OFFENSE

Spd 40ft.

Melee 2 claws +27 (1d6+16, crit 19-20/ x2) and
2 bites +27 (1d6+10, crit 20/ x3)

Melee [frenzy, 5 point power attack] 2 claws +29 (1d6+19, crit 19-20/ x2) and
2 bites +29 (1d6+13, crit 20/ x3)

Space 10ft.; **Reach** 10ft.

Base Atk +11; **Grp** +23

Atk Options Destructive Rage, Diehard, Great Cleave, Intimidating Rage, Power Attack, Rend (2d6+22, crit 19-20/ x2), Superior Multi-weapon Fighting, Supreme Cleave

Special Atks frenzy 3/day (You gain a +6 to Str, however you take a -4 to AC and take 2 points of nonlethal damage per round), rage 2/day (+4 to STR, +4 to CON, +2 morale bonus to Will saves, -2 penalty to AC)

Combat Gear potion of *bulls strength* x2 (CL 5), *phylactery of healing* (*)

ABILITIES

Abilities Str 34, Dex 20, Con 31, Int 10, Wis 14, Cha 7

SQ permanent *greater magic fang* (+4)

Feats Cleave, Combat Reflexes[B], Destructive Rage, Diehard[B], Great Cleave, Improved Initiative[B], Improved Multiattack[B], Intimidating Rage, Iron Will, Power Attack

Skills Climb +21, Intimidate +16, Jump +21, Listen +13, Search +2, Spot +13, Survival +7, Swim +13

Possessions combat gear, *+4 studded leather*

SPECIAL ABILITIES

Frenzy (Ex): A frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and, if she makes a full attack action, gains a single extra attack each round at her highest bonus. (This latter effect is not cumulative with haste or other effects that grant additional attacks.) However, she also takes a

to AC and take 2 points of nonlethal damage per round), rage 2/day (+4 to STR, +4 to CON, +2 morale bonus to Will saves, -2 penalty to AC)

Combat Gear potion of *bulls strength* x2 (CL 5), *phylactery of healing* (*)

ABILITIES

Abilities Str 34, Dex 20, Con 31, Int 10, Wis 14, Cha 7

SQ permanent *greater magic fang* (+4)

Feats Cleave, Combat Reflexes[B], Destructive Rage, Diehard[B], Great Cleave, Improved Initiative[B], Improved Multiattack[B], Intimidating Rage, Iron Will, Power Attack

Skills Climb +21, Intimidate +16, Jump +21, Listen +13, Search +2, Spot +13, Survival +7, Swim +13

Possessions combat gear, *+4 studded leather*

SPECIAL ABILITIES

Frenzy (Ex): A frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and, if she makes a full attack action, gains a single extra attack each round at her highest bonus. (This latter effect is not cumulative with haste or other effects that grant additional attacks.) However, she also takes a –4 penalty to Armor Class and takes 2 points of nonlethal damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a DC 20 Will save once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from any rage ability the character may have.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires (but she can't use the ability more than once in any encounter). The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her turn, not in response to another's action. In addition, if she takes damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering a frenzy in response to a provoking effect, the character must make a successful Will save (DC 10 + points of damage taken since her last action) at the start of her next turn.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration, nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Combat Expertise, item creation feats, or metamagic feats. She can use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own). When a frenzy ends, the frenzied berserker is fatigued (–2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter.

If the character is still under the effect of a rage ability, the fatigued condition does not apply until the rage ends—at which point the character is exhausted, not merely fatigued.

Deathless Frenzy (Ex): At 4th level and higher, a frenzied berserker can scorn death and unconsciousness while in a frenzy. As long as her frenzy continues, she is not treated as disabled at 0 hit points, nor is she treated as dying at –1 to –9 hit points. Even if reduced to –10 hit points or less, she continues to fight normally until her frenzy ends. At that point, the effects of her wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects such as slay living or disintegrate.

Improved Power Attack: Beginning at 5th level, a frenzied berserker gains a +3 bonus on her melee damage rolls for every –2 penalty she takes on her melee attack rolls when using the Power Attack feat (or +3 for every –1 penalty if wielding a two-handed weapon other than a double weapon). This benefit does not stack with the normal effects of Power Attack.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage.

Superior Two-weapon Fighting (Ex): Because each head controls one arm (or analogous weapon-

DESTRUCTIVE RAGE [GENERAL]

Complete Warrior 97

You can shatter barriers and objects when enraged.

Prerequisites: Rage or frenzy ability.

Benefit: While you are in a rage or frenzy, you gain a +8 bonus on any Strength checks you make to break down doors or break inanimate, immobile objects.

INTIMIDATING RAGE [GENERAL]

Complete Warrior 102

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

using limb), a multi-headed creature has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

Supreme Cleave: At 2nd level and higher, a frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

TACTICS

After taking the steps listed above, each troll goes into its frenzy, concentrating on killing the first opponent that engages them in melee. If the PCs refuse to engage in melee, the trolls charge the PCs using Intimidating Rage on any divine spellcasters.

14a. Chamber of the Four Dragon Heads EL 18

Murals of ancient dragons in epic battles decorate the walls and ceiling of this dusty foul-smelling chamber. The floor of the pockmarked chamber is and charred but remains mostly intact. Sitting at the center of the chamber is a 4ft. by 6ft. rectangular chest with four dragon heads emerging from its lid. Each head corresponding to the metal it is made from. The lock to this chest bears the Maure family symbol.

The chest in the center of the room will not activate until a character attempts to disarm the Maure symbol trap built into it. At such a time, it animates to attack with its breath weapons. If cornered or surrounded, it uses its *dimension door* ability.

Maure Symbol Trap

Type: magical (20th-level wizard)
Search DC 33 **Disable Device** DC 33

EFFECTS

Trigger: 20ft. proximity; **Reset:** automatic
Effect (*symbol of insanity*, Will save DC 22 negates)

Note: If the PCs have been through the Chamber of Antiquities give them a +5 circumstance modifier to disabling the Maure Symbol trap on this chest.

Chest of Four Dragon Heads CR 18

N Medium construct
Init +0; **Senses** blind; Listen +1, Spot +1
Languages none

DEFENSE

AC 32, touch 10, flat-footed 32 (+0 Dex, +22 natural)
hp 240 (24 HD) damage reduction 15/ adamantine
Immune acid, cold, fire, construct traits
Fort +14 **Ref** +14 **Will** +15

OFFENSE

Spd 0ft. quickened *dimension door* (max 60ft. range, 1/ round)
Melee 4 bite +26 (1d8+10, crit 20/ x3)
Space 5ft. **Reach** 10ft.
Base Atk +16; **Grp** +26
Special Atks breath weapons (see below)

ABILITIES

Abilities Str 30, Dex 10, Con -, Int 8, Wis 12, Cha 13

SPECIAL ABILITIES

Breath Weapons (Su):
Black dragon head: 20ft. line of acid for 8d6 damage, Reflex save DC 25 for half.
Green dragon head: 20ft. cone of vile poison gas for 8d6 damage, Reflex save DC 25 for half.
Red dragon head: 20ft. line of fire for 8d6 damage, Reflex save DC 25 for half.
White dragon head: 20ft. cone of cold for 8d6 damage, Reflex DC 25 for half.

Dimension Door (Sp): Once per round, at will, the chest can *dimension door* (as the spell), up to 60ft. away.

DEVELOPMENT

Destroying the chest dispels the magical dragon heads and reveals a small cache of gold, 12 strangely-carved gold pieces. Each gold piece bears strange sigils with circular-grooved indentations on them. If studied closely for peculiarities the coins will appear stackable. When stacked one on top of each other, the stack magically transforms into a small, golden rod called the *golden wand of the ancients* (See Appendix I).

15. Exit Slab

At the end of this wide corridor is an exit slab surrounded by the decayed remains of fleeing adventurers.

The corpses of these adventurers have long since decayed and their souls have passed onto the netherworld. The denizens of this level pillaged the gear of these adventurers to use to their own ends.

DEMIPLANE OF GLOOMWALK (AREA D)

The plane consists of 5 foot wide floating, wooden, catwalks which are inundated with a dense, swirling, cloud matter.

Falling from a catwalk propels a PC hundreds of feet below and out of sight, to eventually impact a solid mass of stone 600 feet below.

Physical Traits: As listed above plus, the clouds obscure all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Elemental and Energy Traits: *Air-Dominant*: This plane is mostly open space, planes with a few bits of floating stone or other elements. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic gas. Creatures of the earth subtype are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however.

Alignment Traits: neutral-aligned
Magic Traits: normal magic

16. Entry Slab

Twin catwalks extend from this floating granite slab, disappearing into a billowing sea of fog.

17. Air Mephits Dwelling EL 19

Heavy winds rip through the mist-covered crystal trees in this cloudy area.

The crystal trees in this room reach fifteen-feet up in the air, each covered

in a thick layer of mist.

Hiding among the trees are nine half-fiend air mephits waiting to sneak attack the PCs as they pass through.

Mist-covered crystal trees: 5ft. thick, hardness 5; hp 90; Break DC 20; Climb DC 30

Strong Winds: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Listen checks.

Bluw-Smoke CR 18

Male half-fiend air mephit rogue 12
Monster Manual 147 & 181
NE Small Outsider (Air)
Init +15; **Senses** darkvision 60ft.; Listen +22, Spot +22
Languages Abyssal, Auran, Common

DEFENSE

AC 33, touch 25, flat-footed 32
concealment 20%, trap sense +4, improved uncanny dodge
hp 223 (15 HD) damage reduction 10/ magic, fast healing 2
Immune poison
Resist acid, cold, electricity, fire 10; **SR** 25
Fort +22 **Ref** +27 **Will** +15
improved evasion, trap sense +4

OFFENSE

Spd 30ft., fly 60ft. perfect
Melee 2 claw +24 (1d3+1, crit 19-20/ x2)
Ranged *+4 seeking sling* with *beads of force* +28/ +28/ +23 (5d6+5, crit 20/ x2)
Base Atk +10; **Grp** +9
Atk Options Flyby Attack, Point Blank Shot, Precise Shot
Special Atks breath weapon (15ft. range, 1d8 damage. Reflex half DC 18), smite good (+15), sneak attack (+6d6), summon air mephit
Combat Gear *beads of force* (12), *black pellet of speed (ingested), potion* of mage armor (CL 12) x2, potion of *owl's wisdom* (CL 12) x2
Spell-like Abilities (CL 15th; +23 ranged touch)
(3/day) - *darkness, poison* (DC 16)
(1/day) - *blasphemy, blur, contagion* (DC 18), *darkness, desecrate, gust of wind* (DC 16), *horrid wilting* (DC 22), *unhallow, unholy aura, unholy blight* (DC 18)

ABILITIES

Abilities Str 12, Dex 24, Con 32, Int 16, Wis 14, Cha 18
SQ haste, trapsense
Feats Flyby Attack, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse
Skills Balance +14, Bluff +14, Climb +2, Diplomacy +13, Disable Device +6, Disguise +7, Escape Artist +21, Hide +33, Jump +8, Knowledge (History) +5, Knowledge (Local) +4, Knowledge (The Planes) +6, Listen +22, Move Silently +33, Open Lock +14, Search +21, Sense Motive +14, Sleight of Hand +18, Speak Language +1, Spot +22, Tumble +25
Possessions combat gear, *anklet of protection +2, bracelet of dexterity +6, silk wrap of elvenkind* (+5 to Hide and Move Silently)

SPECIAL ABILITIES

Breath Weapon (Su): Cone of dust and grit, 15 feet; damage 1d8, Reflex half DC 18. A mephit can use its breath weapon once every 1d4 rounds as a standard action.
Summon Mephit (Sp): Once per day, all mephits can summon other mephits much as though casting a summon monster spell, but they have only a 25% chance of success to summon one mephit of the same type. Roll d%: On a failure, no creature answers the summons. A mephit that has just been summoned cannot use its own summon ability for 1 hour.

Hellspawn Mephit Skirmishers (8) CR 9

Male half-fiend air mephit rogue 4
Monster Manual 147 & 181
NE Small Outsider (Air)
Init +11; **Senses** darkvision 60ft.; Listen +10, Spot +10
Languages Abyssal, Auran, Common

DEFENSE

AC 22, touch 18, flat-footed 22
concealment 20%, trap sense +1, uncanny dodge
hp 107 (7 HD) damage reduction 5/ magic, fast healing 2
Immune poison
Resist acid, cold, electricity, fire 10; **SR** 17
Fort +15 **Ref** +14 **Will** +6
evasion, trap sense +1

OFFENSE

Spd 30ft., fly 60ft. perfect
Melee 2 claw +14 (1d3+1, crit 19-20/ x2)
Base Atk +6; **Grp** +6
Atk Options Flyby Attack
Special Atks breath weapon (15ft. range, 1d8 damage. Reflex half DC 15), smite good (+7), sneak attack (+2d6), summon air mephit
Spell-like Abilities (CL 7th; +14 ranged touch)
(3/day) - *darkness, poison* (DC 16)
(1/day) - *blur, desecrate, gust of wind* (DC 16), *unholy blight* (DC 18)

ABILITIES

Abilities Str 12, Dex 24, Con 32, Int 16, Wis 14, Cha 18
SQ trapsense
Feats Flyby Attack, Improved Initiative, Weapon Finesse
Skills Bluff +14, Disguise +7, Escape Artist +13, Hide +21, Knowledge (History) +5, Knowledge (The Planes) +6, Listen +10, Move Silently +17, Search +13, Sense Motive +12, Speak Language +1, Spot +10

SPECIAL ABILITIES

Breath Weapon (Su): Cone of dust and grit, 15 feet; damage 1d8, Reflex half DC 15. A mephit can use its breath weapon once every 1d4 rounds as a standard action.
Summon Mephit (Sp): Once per day, all mephits can summon other mephits much as though casting a summon monster spell, but they have only a 25% chance of success to summon one mephit of the same type. Roll d%: On a failure, no creature answers the summons. A mephit that has just been summoned cannot use its own summon ability for 1 hour.

TACTICS

As the PCs enter, the hellspawn mephit skirmishers make use of Flyby Attack to sneak attack from the flanks. Each round the mephits fly in unison flanking a character granting each mephit a +2 attack bonus to their attack, unless the character has uncanny dodge. Meanwhile, Bluw-Smoke fires *beads of force* into melee, targeting spellcasters first. If the PCs seem too strong, the mephits make use of their spell-like abilities and regroup.

DEVELOPMENT

If Bluw-Smoke is slain his spirit inhabits and animates the pillar of smoke at

Area 18.

18. Mephit Totem EL 19

In the center of this chamber, a fifteen-foot-tall column of blue smoke reaches from the floor to somewhere into the cloudy atmosphere.

The column features seven holes where a small bead might fit. Placing a *bead of force* or the *black pellet of speed* into any of the holes negates one of the multi-ray traps.

Magically-hardened blue-smoke crystal column: 10ft. thick, Hardness 20; hp 180; Break DC 40; Climb DC 30

Multi-ray trap
Type: magical (25th-level wizard)
Search DC 37 **Disable Device** DC 37

EFFECTS

Trigger: 20ft. proximity (*true seeing*); **Reset:** automatic
Effect Atk 7 rays +14 ranged touch attack

1) energy drain (1d4+4 negative levels)
2) maximized scorching ray (72 fire damage)
3) maximized *ray of clumsiness* (11 DEX drain) [Spell Compendium 166]
4) maximized *ray of enfeeblement* (11 STR drain)
5) maximized *ray of stupidity* (6 INT drain) [Spell Compendium 167]
6) polar ray (25d6 cold damage)
7) ray of entropy (-4 penalty to STR, DEX and CON) [Spell Compendium 167]

DEVELOPMENT

If Bluw-Smuke survived the attack at Area 17, the column does not activate and nothing is lost or gained.

If inhabited by Bluw-Smuke's spirit, the multi-ray trap within the column activates, attacking anyone walking into the room. Within the first round the room becomes hot, and continues to heat up each round becoming severely hot the next round and extremely hot by the third. If the column is destroyed Bluw-Smuke's dying, bluish spirit wails, leaving behind a *red pellet of fire immunity.* (See Appendix I)

Hot Conditions: A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

Severe Heat: In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage she took from the heat.

Extreme Heat: Air temperatures over 140° F, deals 1d6 lethal damage per minute. In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 circumstance penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

19. Strangling Wisp EL 18

At the end of this catwalk is a single floating platform surrounded by a brackish-yellow cloud mass.

Resting on an ancient stone bier at the center of the platform is an uncorked bottle bearing esoteric runes, its stopper resting comfortably to its side. The bottle continually emits a plume of brackish-yellow smoke that acts as a *dimensional lock* spell. If stoppered the effect ends, however doing so also releases the voidwraith from the platform permitting it to pursue the PCs outside the platform.

Hiding in the cloud mass is a voidwraith waiting to attack anyone attempting to replace the stopper on the bottle. The voidwraith attacks from the flanks making use of its Flyby Attack to grapple and strange their victim or drag them off the platform to let them fall to their death. The voidwraith was once an assassin sent to murder Afelbain. After he failed to kill Afelbain, the mad assassin died in the Demiplane of Gloomwalk, where he was reborn as a voidwraith. Later, Afelbain captured the voidwraith and placed him into a rune-covered bottle where he remained until released by Aspong Maure during his trials ages ago.

Dimensional Lock trap
Type: magical (20th-level wizard)
Search DC 32 **Disable Device** –
Bypass stoppering the runic bottle

EFFECTS

Trigger: 20ft. proximity (*true seeing*); **Reset:** automatic
Effect The brackish-yellow cloud mass is a barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Voidwraith Assassin CR 17
Advanced elite evolved undead (incorporeal) voidwraith rogue 6/assassin 1
Libris Mortis 99, 131
NE Huge Undead (Air, Incorporeal)
Init +11; **Senses** darkvision 60ft., Listen +30, Spot +30
Aura airless aura

Languages Auran, Common

DEFENSE

AC 31, touch 22, flat footed 31 dodge, mobility, trap sense +2, uncanny dodge (-2 size, +7 Dex, +5 deflection, +11 natural)
hp 268 (26 HD) fast healing 3
Immune undead traits
Fort +11, **Ref** +20, **Will** +17 evasion, trap sense +2

OFFENSE

Spd fly 60ft. (perfect) fly-by attack
Melee incorporeal touch +20 (1d8+15/crit 20/x2)
Space 15ft.; **Reach** 15ft.
Base Atk +9; **Grp** +27
Atk Options Combat Reflexes
Special Atks death attack (DC 13), sneak attack +4d6, steal breath (Fort save DC 28)
Assassin Spells Known (CL 1st)
1st - *obscuring mist*
Spell-like Abilities: (CL 26)
(1/day) – *greater dispel magic*

ABILITIES

Abilities Str 31, Dex 24, Con -, Int 14, Wis 17, Cha 21
SQ elemental turning vulnerability, inescapable craving, poison use, trapfinding
Feats Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative[B], Lightning Reflexes[B], Mobility, Unholy Toughness (CHA bonus to hp), Weapon Finesse[B]
Skills Balance +14, Bluff +12, Climb +15, Diplomacy +14, Disable Device +5, Disguise +12, Escape Artist +12, Hide +30, Jump +17, Knowledge (The Planes) +5, Listen +30, Move Silently +15, Open Lock +13, Search +10, Sense Motive +11, Sleight of Hand +14, Spot +30, Tumble +19, Use Magic Device +6, Use Rope +8

SPECIAL ABILITIES

Airless Aura (Su): A voidwraith's body is surrounded by an aura of near vacuum at all times. This means that any creatures adjacent to the voidwraith have no air to breathe and must hold their breath (see Suffocation, page 304 of the Dungeon Master's Guide).
Elemental Turning Vulnerability (Ex): A character who can turn undead and also turn air creatures gains a +2 bonus on turning checks to turn a voidwraith. A character who can rebuke undead and also rebuke air creatures gains a +2 bonus on turning checks to rebuke a voidwraith.
Inescapable Craving: A voidwraith has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Constitution, which it satisfies by using its steal breath ability.
Steal Breath (Su): Living creatures hit by a voidwraith's touch attack must succeed on a DC 28 Fortitude save or take 1d2 points of Constitution drain. (Creatures with the air subtype take a –4 penalty on this save.) When a voidwraith drains a victim's Constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this way last for 1 up to hour. The save DC is Charisma-based.
If the target creature is holding its breath and fails the save, the number of rounds of remaining breath is reduced by 2 per point of Constitution drained. If this reduction exhausts all of the target's remaining breath, it creature must begin making Constitution checks or start to suffocate (see Suffocation, page 304 of the Dungeon Master's Guide).

20. The Grand Staircase EL 19

At the end of this catwalk is a massive stone staircase that ascends into the clouds above.

The stairwell leads up over 200ft. in the air and attaches to another catwalk on its other end. The stairwell has no rails and each step is chipped or shattered leading to unsteady footing at best. A Balance check DC 20 is required each 10ft. while ascending these stairs. Those that fail must make a successful Reflex save DC 25 or fall down the stairs suffering 10d6 points of damage, those that fail may still make a successful Tumble check DC 20 to halve the damage.

Once the PCs reach the peak the pair of air elementals attack, attempting to thwart their progress.

Elder Air Elemental (2) CR 17
Advanced elite elder air elemental *Monster Manual* 95
NE Huge Elemental
Init +16; **Senses** darkvision 60ft., Listen +48, Spot +48
Languages Auran

DEFENSE

AC 28, touch 20, flat footed 16 dodge, mobility (-2 size, +12 Dex, +8 natural)
hp 420 (40 HD) damage reduction 10/-
Immune elemental traits
Fort +19, **Ref** +34, **Will** +18

OFFENSE

Spd fly 100ft. (perfect) fly-by attack, spring attack
Melee 2 slams +27 (2d8+6, crit 20 /x3)
Space 15ft.; **Reach** 15ft.
Base Atk +30; **Grp** +44
Atk Options Awesome Blow, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Bull Rush, Power Attack, Whirlwind Attack
Special Atks whirlwind (Reflex save DC 40)

ABILITIES

Abilities Str 30, Dex 34, Con 23, Int 13, Wis 17, Cha 14
SQ air mastery
Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Improved Bull Rush, Improved Initiative[B], Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse[B], Whirlwind Attack
Skills Hide +17, Listen +48, Move Silently +17, Spot +48, Tumble +15

SPECIAL ABILITIES

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack & damage rolls against the air elemental.
Whirlwind (Su): Once every 10 minutes for 20 rounds, up to 5ft. wide at base, 30ft. wide at top and 60ft. high. The air elemental incurs no attack of opportunity while using this ability. Creatures medium or smaller take 2d8 points of damage when coming into contact with the whirlwind (Reflex save DC 40 for no damage). Affected creatures must also make a Reflex save (DC 40) or be taken up into the whirlwind, such creatures also takes 2d8 damage. Trapped creatures cannot move

except with the air elemental, they also suffer -4 Dex and -2 on attack rolls. Carried creatures can be ejected at any time. The whirlwind creates a cloud of debris = half the whirlwind's height. It obscures all vision; grants concealment within 5ft. and total concealment beyond.

21. The Tainted Perch EL 20

A single catwalk leads far above the cloud line to a single platform where a glowing beacon of light pierces the night sky surrounding it.

The light originates from an altar at the center of the platform. Lying on the altar is a pure platinum scrollcase with the name, Yan-C-Bin etched into it.

The taint elementals constantly keep an eye on the catwalks for any to approach. Should they spot or hear the PCs approach, the taint elementals hide and flank the platform taking up areas within reach of the altar. If a character claims the scrollcase, four massive chilling rancid-smelling roughly humanoid beings attack the character.

Taint Elementals (4) CR 15
Advanced elite elder taint elemental
Heroes of Horror 145-146
CE Huge Elemental (Evil)
Init +12; **Senses** darkvision 60ft.; Spot +31, Listen +31
Languages Abyssal

DEFENSE

AC 25, touch 17, flat-footed 25
hp 325 (30 HD) damage reduction 10/ -
Immune elemental traits
Fort +18 **Ref** +20 **Will** +14

OFFENSE

Spd 40ft.
Melee 2 slam +30 (2d10+10 plus *touch of taint*, crit 20/ x2)
Space 15ft. **Reach** 15ft.
Base Atk +22; **Grp** +36
Atk Options Awesome Blow, Cleave, Debilitating Strike, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Surge of Malevolence[B]
Special Atks *dimension door* (at will), touch of taint

ABILITIES

Abilities Str 31, Dex 26, Con 27, Int 14, Wis 14, Cha 16
SQ excessive taint
Feats Alertness, Awesome Blow, Cleave, Debilitating Strike, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Surge of Malevolence[B]
Skills Hide +27, Jump +14, Listen +31, Move Silently +31, Spot +31, Survival +29

SPECIAL ABILITIES

Dimension Door (Sp): Three times per day, a taint elemental can, by spreading its tainted essence into the environment and instantly reforming at another point, duplicate the effects of *dimension door* spell (PH page 221). Doing this is a move-equivalent action. Unlike the *dimension door* spell, the elemental is permitted to take an action immediately afterward if it has any remaining in the round.
Elemental Traits: A taint elemental has immunity to poison, magical sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be raised, reincarnated, or resurrected (although a limited wish, wish, miracle, or true resurrection spell can restore life).
Excessive Taint (Ex): A taint elemental has both corruption and depravity scores equal to its HD. It takes no ill effects from taint.
Touch of Taint (Ex): Anyone struck by a taint elemental, or who physically touches a taint elemental, must succeed on a Fortitude save (DC 25) or gain 1d6 corruption points. The save DC is Charisma-based.

TREASURE

Setting on the altar is a single platinum scrollcase containing an ancient scroll of protection written on very thin parchment and scribed in coiling inky mists, entitled *Yan-C-Bin's hedge* (See Appendix I).

DEBILITATING STRIKE [TAINTED]

Heroes of Horror 120
By calling upon the taint within, you add a malign power to your melee attacks.
Prerequisites: Surge of Malevolence, moderate taint.
Benefit: This feat makes your unarmed or melee attacks evil for purposes of overcoming damage reduction. Furthermore, if you successfully attack and deal physical damage to a creature, the target also takes either 2 points of Constitution damage (if your corruption is higher than your depravity) or 4 points of Wisdom damage (if your depravity is higher than your corruption). If you have an equal level of corruption and depravity, choose which sort of damage you wish to deal.
You can use this ability twice per day if you have moderate taint and four times per day if you have severe taint.
Special: You must declare whether you are using this feat before making your attack. If you use this feat on a creature immune to the ability damage, that daily use of the feat is still expended.
You cannot combine this feat with Debilitating Spell on a single attack (for example, with a touch attack spell). If you have both feats, you must elect to use one or the other on a given attack.

SURGE OF MALEVOLENCE [TAINTED]

Heroes of Horror 124
You empower yourself by drawing on the taint within.
Prerequisite: Mild taint.
Benefit: Once per day, you can add a bonus on any single attack roll, saving throw, or check. You must make the decision to add the bonus before you roll the die. The amount that you add varies, based on your corruption. If you have mild corruption, then the bonus is equal to +3. If you have moderate corruption, then the bonus is equal to +6. If you have severe corruption, then the bonus is equal to +9.

22. Air Symbols EL 17

At the center of this platform, four esoteric symbols float in the air guarded by a whirlwind of dirt and debris with vaguely humanoid features and two arms extending from its body.

The aspect of Yan-C-Bin remains stationary and does not attack unless the symbols are disarmed in the improper order. Each symbol must be disarmed or target dispelled in the proper sequence to open the secret door here. The sequence is 2, 3, 4,

and 1. You may change the symbol order if so desired every time the party enters or exits the room.

If questioned by the PCs, the aspect offers the following riddle in Auran.

The silver award now in first place, gives the bronze another chance. The last in line goes then, before the first reaches the gauntlets end.

Maure Symbol Trap
Type: magical (20th-level wizard)
Search DC 34 **Disable Device** DC 34

EFFECTS

Trigger: 60ft. proximity (*true seeing*); **Reset:** automatic
Effect (heightened *symbol of spell loss*, each spellcaster must attempt a Will saving throw (DC 29) every round they are within range, at the beginning of their turn. Failure means that the highest-level spell prepared by the spellcaster (or highest-level spell slot, if the character casts spells spontaneously) is lost for the day. The symbols remain active for 200 minutes or until they have erased fifty levels of spells each. The symbol attacks creatures with spell-like abilities as if they had spells, consuming a daily use of the highest-level ability the creature possesses, or suppressing an ability usable at will for 1 round.)

Note: If the PCs have been through the Chamber of Antiquities give them a +5 circumstance modifier to disabling the Maure Symbol traps here.

Aspect of Yan-C-Bin CR 16
Elite cyclonic ravager
Monster Manual IV 10
NE Large elemental (Air, Extraplanar)
Init +14; **Senses** darkvision 60ft., scent; Listen +26, Spot +16
Languages Auran, Common, Infernal

DEFENSE

AC 25, touch 25, flat-footed 15 dodge, mobility, deflecting winds (-1 size, +10 Dex, +6 deflection)
Miss Chance 50% (invisibility)
hp 169 (26 HD); damage reduction 10/ magic
Immune elemental traits
Resist -; **SR** 23
Fort +10, **Ref** +27, **Will** +11 improved evasion

OFFENSE

Spd 30ft., fly 90ft. (perfect) flyby attack
Melee smite of seven winds +28 touch (4d6+7 or 1d6+7, crit 20/ x2)
Space 10ft.; **Reach** 10ft.
Base Atk +19; **Grp** +28
Atk Options Combat Reflexes
Special Atks buffeting winds

STATISTICS

Abilities Str 21, Dex 31, Con 15, Int 12, Wis 12, Cha 16
SQ elemental traits
Feats Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Finesse
Skills Escape Artist +32, Hide +29, Knowledge (the planes) +13, Listen +26, Move Silently +32, Spot +16, Survival +23 (+25 on other planes), Use Rope +10 (+12 involving bandages)

SPECIAL ABILITIES

Deflecting Winds (Su): A cyclonic ravager controls the air around it to knock aside sword blows, arrows, and even magical rays. The ravager gains a +6 deflection bonus to AC.
Smite of Seven Winds (Su): A cyclonic ravager can make a melee touch attack that generates a brief, rending gust of wind within its target. This attack deals 4d6+7 points of damage. Creatures that are not subject to critical hits instead take 1d6+7 points of damage.
Buffeting Winds (Su): As a standard action, a cyclonic ravager can cause a tremendous surge of storm-strength winds in a 100-foot-radius burst centered on itself. A creature within this area must succeed on a DC 28 Reflex save or be pushed up to 30 feet in a direction of the ravager's choice. A creature can choose to fail this save voluntarily. A ravager can push a creature to a location outside the area of this effect, but the pushed creature can't end up in another creature's or object's space. The save DC is Strength-based.
A creature takes a -4 penalty on this save per size category below Medium. Bigger creatures gain a +4 bonus per size category above Medium. When the ravager activates this ability, it can choose to affect some creatures within its area while ignoring others.
Skills: A cyclonic ravager has a +10 racial bonus on Escape Artist, Hide, Listen, Move Silently and Survival checks.

23. Exit Slab

The catwalk ends at a floating granite slab that appears to have been torn from the dungeon floor ages ago.

Upon stepping upon the slab all return to Area 1.

THE FINAL WALK (AREA E)

Same properties as the Warlock's walk.

24. Entry Slab EL 20

Shadows dance off the ancient black candles illuminating the mural-covered walls of this gallery. Each wall, decorated with murals that blend into a magnificent scene of a night sky filled with exploding meteors depicts scenes of an epic battle bordering a mountain range. Dragons harry the humanoid mercenaries, monsters, and human commanders on the ground as warlocks and holy warriors do battle on a sun-bleached crag.

At the far end of the room are four granite slabs, each with a corresponding statue of a creature found in the walk, a stone ogre, a black pudding, a multi-headed troll, and an air elemental.
As the PCs enter the room, the four statues animate and attack. The four creatures act as allies will not harm each other, even if forced through charms or compulsion effects. With a 50% chance to ignore the effect or a 50% to stand around and do nothing as the battle ensues.

a. Probability Stone Ogre; See Area 5

b. Ooze, Elder Black Pudding; hp 290, Monster Manual 201

c. Ehd; Male elite multi-headed troll barbarian 4/ frenzied berserker 5; See Area 14

d. Advanced elite elder air elemental; See Area 20

DEVELOPMENT

Upon the death of the guardians, the granite slabs they were standing

on slide over 5-feet to reveal secret compartments beneath them. The pieces are as follows.

a) A silver stoppered crystal bottle with a slip of parchment inside with the writing: "Reverse the Order", in Ancient Suloise.

b) A pile of crystallized black powder

c) A pool of coagulated troll blood

d) An iron pan filled with rainwater. (dissolves in 4 hours)

Mixing the Components: Reverse the Order refers to reversing the order in which each of the creatures were originally found at there respective AREAS (A-D), and as symbolically realized through the following formulaic instructions. A successful Craft (alchemy) or Knowledge (arcana) skill check DC 35 reveals the proper sequence; however, a cleric of Celestian may substitute Knowledge (religion) in this instance as well. Each material must be added to the bottle in specific order or the substance explodes in a phosphorescent blue cacophony, deafening anyone within ten feet and dealing 10d6 damage (Reflex save DC 28 for half) to anyone in range.

If successful, the substance transforms into a silver-violet powder glowing with a blue incandescence. The substance, known to the followers of Celestian as *celestian's impervious containment* and is rumored to be used by the god himself to travel at great speeds throughout the universe and without deteriorating his body and energies.

25. Chasm of Shadow and Flame EL 19

Gouts of flame flicker and dance on this charred granite parapet that overlooks a massive chasm below.

Among these flames lurk two fire monoliths that immediately attack anyone crossing their territory. Travelling through the massive flames here requires using *celestian's impervious containment*. The flames can also be avoided through use of the secret doors at 25a (Search check DC 40).

If travelled through without protection the flames inflict 2d8 points of fire damage per round. Further, all who pass through must make a successful Reflex save DC 15 + 5 for every round spent in the flame or the character's clothes or hair catch fire. In each subsequent round, the burning character must make another Reflex saving throw at the same difficulty or he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he is no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse themselves. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus. Those unlucky enough to have their clothes or equipment catch fire must also make a successful Reflex save for each item at the same difficulty. Flammable items that fail take the same amount of damage as the character.

Fire Elemental Monolith (2) CR 17

Complete Arcane 158

N Gargantuan Elemental (Extraplanar, Fire)

Init +13; **Senses** darkvision 60ft.; Listen +43, Spot +43

Languages Ancient Suloise, Common, Ignan

DEFENSE

AC 29, touch 15, flat-footed 20 dodge, mobility

hp 378 each (36 HD) damage reduction 15/ -

Immune fire, elemental traits

Vulnerable cold

Fort +26 **Ref** +37 **Will** +22

OFFENSE

Spd 60ft. spring attack

Melee 2 Slam +35 (6d8+11 plus 4d6 fire, crit 20/ x2)

Space 20ft. **Reach** 20ft.

Base Atk +27; **Grp** +50

Atk Options Blind-Fight, Cleave, Combat Reflexes, Power Attack

Special Atks burn

ABILITIES

Abilities Str 32, Dex 29, Con 22, Int 12, Wis 15, Cha 17

SQ unused class abilities

Feats Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (slam)

Skills Balance +15, Intimidate +16, Jump +27, Listen +43, Sense Motive +15, Spot +43, Tumble +24

SPECIAL ABILITIES

Burn (Ex): A fire monolith's slam attack deals bludgeoning damage plus fire damage because of the creature's flaming body. Anyone hit by a fire monolith's slam attack must succeed on a DC 34 Reflex save or catch on fire. The flame burns for 1d4 rounds. Unless it is still in contact with the fire monolith, a burning creature can take a move action to put out the flames. The save DC is Constitution-based.

Creatures that hit a fire monolith with natural weapons or unarmed attacks take fire damage as though hit by the monolith's attack, and also catch on fire unless they succeed on a DC 34 Reflex save.

25a. Secret Door Room

Darkness fills this secret passage warmed by the heat of the adjacent room.

The room is empty, except for writing scrawled in large letters on the eastern wall that reads, "*Speed, my Kin. Speed*."

26. Transporter Tunnel

A small dust-filled tunnel apparently bored into the wall by some sort of magic leads around the main portion of the walk.

Stepping on the floor symbol at the beginning of the tunnel automatically transports the party to the end symbol 40-feet south, and vice-versa.

A successful Spellcraft skill check (DC 26) identifies that the tunnel was made using several *disintegrate* spells. If a *detect magic* or *arcane sight* spell are used, the character discovers that the tunnel radiates a strong aura conjuration (teleportation) magic.

27. Descending Passage EL 19

The floor here recedes revealing a 30ft. deep pit filled with dusty cobwebs. At the center of the pit is pedestal upon which is a black lumpy mass. Surrounding the pedestal are several tarnished copper coins and burnt out torch stubs.

The black lumpy mass is actually an unworked black diamond (worth 10,000gp if reworked, currently worth 1,000gp). Further, the pedestal is trapped with a dual-ray maximized *energy drain* trap, which activates striking at the closest characters in range. At the furthest point, buried under the mass of cobwebs a successful Search skill check (DC 30) reveals that the passage continues.

Dual-ray maximized energy drain trap

Type: magical (27th-level wizard)
Search DC 39 **Disable Device** DC 39

EFFECTS

Trigger: visual (*true seeing*); **Reset:** automatic
Effect Atk 2 rays +14 ranged touch attack; maximized *energy drain* (8 negative levels for 24 hours, DC 28 Fortitude save negates)

28. Guardians of the Walk EL 23

At the center of this stone walkway is a single raised stone dais much like the teleportation slabs. Standing in front of the steps are two twelve-foot-tall crimson-skinned fiends, each with a leering hyena head and a writhing snake protruding from the side of their neck.

At this point Aspong is more than aware of the PCs and has precast *devil's sight*, *enervating shadow*, *dark foresight*, and *retributive invisibility*. Anyone who has *true seeing* pre-cast they see a figure standing behind the demons. The man wears leather armor, bears a buckler shield and carries a rune-carved staff. The man is roughly five-foot-ten with a thin frame and long blonde hair streaked with silver above each ear.

ASPONG'S INVOCATIONS

Below are Aspong's invocations, these can also be found in a more detailed format in *Complete Arcane* 132-135.

Lesser Invocations

Brimstone Blast: This invocation deals 9d6 fire damage, Reflex save DC 24 for half.. Further, the victim catches fire and suffers 2d6 fire damage per round for 4 round or until they take a full-round action to extinguish the flames.
Darkness: You can use *darkness* as the spell.
Devil's Sight: You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magical darkness out to 30-feet.
Flee the Scene: You can use *dimension door* as a spell-like ability, although the range is limited to 125 ft. When you use this ability, you leave behind a *major image* of yourself in your place that lasts for 1 round. The image reacts appropriately to attacks as if you were concentrating on it.
Miasmic Cloud: A misty cloud of fog, 10ft.-radius provides concealment to all within. Further, any other creature that enters must make a Fortitude save (DC 21) or become fatigued.

Greater Invocations

Eldritch Chain: An eldritch chain can jump to one or more secondary targets within 30-feet of the first target, allowing you to make additional ranged touch attacks and deal damage on up to four secondary targets if you hit.
Enervating Shadow: This invocation grants you total concealment in any area that isn't brightly lit (it can be countered or dispelled by any light spell or effect of equal or higher level). In addition, any living creature adjacent to you must make a Fortitude save (DC 26) at the beginning of its turn or take a –4 penalty to Strength for 5 rounds.
Repelling Blast: Any Medium or smaller creature struck by a repelling blast must make a Reflex save (DC 27) or be hurled 1d6×5 feet (1d6 squares) directly away from you and knocked prone by the energy of the attack. If the creature strikes a solid object, it stops prematurely, taking 1d6 points of damage per 10 feet hurled, and it is still knocked prone. Movement from this blast does not provoke attacks of opportunity.

Dark Invocations

Dark Foresight: Use *foresight* as the spell, and communicate telepathically with a close target of the effect.
Eldritch Doom: Blast affects all enemies within 20ft. (9d6 damage, Reflex save DC 29 for half)
Path of Shadow: This invocation allows you to use *shadow walk* as the spell.
Retributive Invisibility: You can use *greater invisibility* as the spell, however, if dispelled, a 20ft.-radius shock wave releases from your dealing 4d6 sonic damage and stuns them for 1 round; a Fortitude save (DC 27) halves the damage and negates the stunning effect.

Aspong Maure CR 21
Male maurid human warlock 20
Complete Arcane 5, 82, 132-136; *Dungeon 112 - Maure Castle* 102
NE Medium Humanoid (Maurid)
Init +16; **Senses** darkvision 60ft., *see invisibility*; Listen +5, Spot +5
Languages Abyssal, Ancient Suloise, Common, Draconic, Infernal

DEFENSE

AC 38, touch 26, flat-footed 33 (+6 Dex, +2 natural armor, +6 armor, +5 shield, +2 insight, +2 luck, +5 deflection)
hp 280 (20 HD) damage reduction 5/ cold iron, fast healing 5
Immune mind-affecting attacks
Resist acid and fire 10
Fort +19 **Ref** +21 **Will** +22
dark foresight

OFFENSE

Spd 30ft.
Melee *staff of power* +21/+16/+11 (1d6+6, crit 20/ x2)
Ranged *+1 composite longbow* +21/+16/+11 (1d8+1, crit 20/ x3)
Base Atk +15; **Grp** +18
Atk Options Improved Precise Shot, Point Blank Shot, Precise Shot, Ranged Spell Specialization
Special Atks eldritch blast (60ft. range, +25 ranged touch attack, 9d6+2 damage)
Combat Gear *staff of power* (25 charges)
Invocations Known (CL 20th; +25 ranged touch)
9th (2/ day) – *dark foresight*
8th (2/day) – *eldritch doom*
7th (3/day) – *path of shadow*
6th (3/day) – *repelling blast* (Reflex save DC 27), *retributive invisibility* (Fort save DC 27)
5th (3/day) – *enervating shadow* (Fort save DC 26)
4th (3/day) – *eldritch chain, flee the scene*
3rd (4/day) – *brimstone blast* (Reflex save DC 24)
2nd (4/day) – *darkness*, *devil's sight*

1st (4/ day) – *miasmic cloud* (Fort save DC 21)

Spell-Like Abilities (CL 20th)
At will – *detect magic*

ABILITIES

Abilities Str 16, Dex 27, Con 27, Int 20, Wis 20, Cha 32 +5 Inherent Bonus to Dex, Con, Cha

SQ deceive item (take 10 on Use Magic Device checks), imbue item, maurid traits, permanent spells (*darkvision, see invisibility*)

Feats Combat Casting, Improved Initiative, Improved Precise Shot, Magical Aptitude, Point Blank Shot, Precise Shot, Ranged Spell Specialization (*Complete Arcane* 82), Weapon Focus (ranged spell)

Skills Bluff +31, Concentration +32 (+36 casting defensively), Diplomacy +20, Disguise +16, Intimidate +18, Jump +8, Knowledge (arcana) +20, Knowledge (religion) +8, Knowledge (the planes) +15, Sense Motive +15, Spellcraft +24, Use Magic Device +33

Possessions combat gear, *+1 composite longbow with 50 masterwork arrows, +4 leather, +4 animated mithral buckler, amulet of natural armor +2, belt of magnificence +4, heward`s handy haversack, ring of protection +5, vest of resistance +3*

SPECIAL ABILITIES

Maurid Traits: A maurid has the following traits.

—Maximum hit points per hit die.

—Immunity to mind-affecting attacks.

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed in a flash of white energy. A maurid creature reforms with full hit points at a random point somewhere within 500 feet of the Id Core 24 hours later, as long as the Id Core still exists.

—Dependent on the Id Core for life. If the Id Core is destroyed, all maurids immediately take 1d6 points of Constitution drain and continue to suffer 1d6 points of Constitution drain each day until they reach 0, at which point they vanish forever in a flash of white energy. If the maurid does not have a Constitution score, it is destroyed the instant the Id Core is destroyed.

—Maurids do not breathe, eat, or sleep.

Molydeus (2) CR 19

Fiendish Codex I – Hordes of the Abyss 46

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +10; **Senses** all-around vision, darkvision 60ft., true seeing; Listen +29, Spot +29

Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Infernal; telepathy 100 ft.

DEFENSE

AC 40, touch 17, flat-footed 33 (-1 size, +6 Dex, +18 natural, +4 armor, +3 deflection)

hp 275 each (19 HD) damage reduction 15/cold iron and good, fast healing 30

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 30

Fort +21**, Ref** +1**7, Will** +18; evasion

OFFENSE

Spd 40 ft.

Melee *+1 dancing vorpal cold iron greataxe* +28/+23/+18/+13 (3d6+14/crit 19-20/x3) and bite +25 (2d6+4) and bite +25 (ld6+4 plus poison) or

Melee *+1 dancing vorpal cold iron greataxe* +28/+23/+18/+13 (3d6+14/crit 19-20/x3) and 2 claws each +27 (1d6+9, crit 19-20/ x2) and bite +25 (2d6+4, crit 20/ x2) and bite +25 (1d6+4 plus poison, crit 20/ x2)

Space 10ft.; **Reach** 10ft.

Base Atk +19; **Grp** +32

Atk Options Combat Expertise, Improved Trip, Improved Disarm

Special Actions piercing strike, snakebite, summon tanar'ri

Combat Gear *horn of blasting*

Spell-Like Abilities (CL 19th, +25 ranged touch attack):

At will—*baleful polymorph* (DC 24), *blasphemy* (DC 26), *blindness/ deafness* (DC 20), *charm person* (DC 20), *fear* (DC 23), *fly*, *greater dispel magic*, *invisibility*, *greater teleport* (self plus 50 lb. of objects only), *suggestion* (DC 22), *telekinesis* (DC 24), *vampiric touch* (+27 melee touch)

7/day—*dimensional lock, lightning bolt* (DC 22)

3/day—quickened *telekinesis* (DC 24)

1/day—*trap the soul* (DC 28)

ABILITIES

Abilities Str 28, Dex 22, Con 30, Int 21, Wis 24, Cha 28

SQ all-around vision, evasion, tanar'ri traits (see page 28)

Feats Combat Expertise, Improved Critical (greataxe), Improved Disarm, Improved Initiative, Improved Trip, Multiattack, Quicken Spell-Like Ability (*telekinesis*),Track[B]

Skills Bluff +31, Concentration +32, Diplomacy +35, Forgery +27, Intimidate +33, Knowledge (arcana) +27, Knowledge (the planes) +27, Listen +29, Search +27, Sense Motive +29, Spot +29, Survival +29 (+31 to follow tracks), Use Magic Device +31

Possessions combat gear, *+1 dancing vorpal cold iron greataxe*, *bracers of armor +4*, *ring of protection +3*, *ring of evasion*

SPECIAL ABILITIES

All-Around Vision (Ex): A molydeus's snake head constantly peers in all directions, granting the demon a +4 racial bonus on Search and Spot checks. A molydeus can't be flanked.

Dancing Vorpal Axe (Ex): A molydeus's *+1 dancing vorpal cold iron greataxe* is an extension of its being. If the molydeus is slain, its axe melts away into ichor. A molydeus whose axe is destroyed can manifest a new one by taking part in an 8-hour ritual on the Woeful Escarand (layer 400), where it uses manes as the raw materials to forge a new axe. Once the new axe is created, the previous axe (or its remains) melts away.

Piercing Strike (Su): A molydeus can strike through many forms of damage reduction with its weapons. The first time it strikes a foe, damage reduction applies normally to the blow. All following strikes automatically ignore damage reduction, save for damage reduction that requires a specific material (such as silver, cold iron, or adamantine) to bypass, epic damage reduction, or damage reduction that doesn't allow any form of bypass (such as that granted to barbarians).

Poison (Su): Snake bite—Injury, Fort DC 29, 2d6 Con drain/ 2d6 Con drain. A creature reduced to 0 Constitution by this poison immediately transforms into a mane. Only a *miracle* or *wish* can reverse this transformation. Molydeus venom is supernaturally potent and can harm creatures normally immune to poison (including those under the effects of spells such as neutralize poison or heroes' feast, but not constructs, oozes, plants, or undead). Against such creatures, its effects are reduced to 1d6 Con for both initial and secondary damage.

Snakebite (Ex): A molydeus's snake head can strike independently of the demon's other actions. It can make a bite attack as a free action once per round while the molydeus takes any other standard or full-round action. The snake head always strikes as a secondary attack.

Summon Tanar'ri (Sp): Once per day, the molydeus summons a marilith. This ability is the equivalent of a 9th-level spell (CL 19th).

Summoned Marilith demon (2); hp 216; See Monster Manual 44

True Seeing (Su) A molydeus has a continuous *true seeing* ability, as the spell (CL 19th). This ability cannot be dispelled.

TACTICS

As the PCs enter the room, the molydeus demons each summon a marilith, immediately moving in to block the path of oncoming melee classes. One molydeus uses his *greater dispel magic* ability on the party, while the other uses *blasphemy*. Each molydeus makes use of a quickened *telekinesis* each round while attempting trip attacks to fell rogues or other skirmishers, while still attacking any front line fighters with their snake head and *+1 dancing vorpal cold iron greataxe*. If these tactics do not weaken, their opponents they employ *trap the soul* on annoying rogues.

As the molydeus move into position, Aspong makes use of *darkness* and to position himself outside melee range, taking advantage of a tactical position to blast enemies with *eldritch chain* or *eldritch doom* invocations. If approached, Aspong responds with a *repelling blast*, and

if cornered uses *flee the scene* or *path of shadow* to regain a tactical position.

TREASURE

Inside the chest is a suit of *+5 mithral full plate*, a *rod of cancellation*, a *staff of transmutation* (24 charges), and a gold-etched platinum scrollcase decorated with sapphires worth 1,500gp, a copy of the Grimoire Arcanamacha (Complete Arcane 63), and *Aeltoqq's phylactery* (See Appendix I). Inside the scrollcase is an arcane scroll of *false vision*, *greater shadow conjuration, hold monster, mind fog* (CL 9)

29. Space-Time Distortion

At the far end of this passage, a large fifteen-foot high stone portal built directly into the back wall features four golden dragon glyphs built into it. At the apex of the portal, several gems surround a golden half-sun crowned by a triangular shard of yellowish-gold metal the size of a halfling's hand. Surrounding the portal are two permanent circles of protection carved to either side, keeping intruders out. At the center, the portal opens into a starry sky with violet and black whisps of cloud here and there.

A successful Spot or Search check (DC 34) reveals a tiny speck emanating from the far wall. The speck is actually a glimmer from an invisible barrier of force that seals and prevents movement into or out of the portal. The portal opens a demiplane known as "*The Solemn Vale*". The portal can only be activated or deactivated by password, "Y". Opening or closing the portal is a standard action. Once the PCs enter, they are unknowingly, sped up through the corridors of time beyond the ken of moral senses, wandering endlessly losing track of great bouts of time, finally reappearing in a hidden vale demiplane, one-round later.

Space-Time Portal (See Appendix I); 3ft.-thick; hardness 40; hp 1,080; Break DC 60; Using the scroll, *Yan-C-Bin's Hedge*, deactivates the invisible barrier as long as the user makes a successful caster level check DC 27. Otherwise, the strange invisible barrier cannot be bypassed except through the use of the proper password, in combination with any of the following spells: *disintegrate*, *dispel magic*, *greater dispel magic*, *limited wish* or greater magic.

DEVELOPMENT

If the triangular yellowish gold shard is removed, the portal ceases to function until it is replaced or another shard is created.

THE SOLEMN VALE (AREA F)

This plane resembles a small copse of willow trees and lush green grass.

Physical Traits: As listed above plus, all non-residents of this plane must make a successful Balance skill check (DC 15) or slip on the wet grass. Further, the willow trees provide concealment (20% miss chance) to for all ranged attacks.

Elemental and Energy Traits: none

Alignment Traits: Mildly Neutral Aligned, all chaotic or lawful creatures suffer a -2 circumstance penalty on all Charisma-based checks.

Magic Traits: normal magic

30a. Fountain of Futility EL 20

Upon arriving in this hedged vale of thorny trees, you notice an ornately crafted fountain chased with silver symbols and flowing with tepid water. Set along the edge of this fountain are three silver cups.

A Decipher Script skill check determines that these symbols represent hopelessness and imprisonment. The witches must drink from the fountain in order to sustain their lives. However, in so doing they give up hope of ever breaking their chains, which confine them, and escaping the prison that Uncle has consigned them.

The fountains effects are all cast by a 20th-level spellcaster, all effects are heightened to 9th-level. Saves vs. these effects are set at DC 28. Drinking from the fountain has the following effects for 24 hours.

FOUNTAIN OF FUTILITY

d20	spell effect
1	*aid* [on target]
2	*bane* [on target]
3	*bestow curse* [on target]
4	*break enchantment* [on target]
5	*death ward* [on target]
6	*false life (+20hp)* [on target]
7	*feeblemind* [on target]
8	*greater heroism* [on target]
9	*haste* [on target]
10	*mind fog* [on target]
11	*poison* [on target]
12	*shield of faith* (+5 deflection bonus)
13	*slow* [on target]
14	*symbol of fear* [on target]
15	*symbol of insanity* [on target]
16	*symbol of pain* [on target]
17	*symbol of sleep* [on target]
18	*symbol of stunning* [on target]
19	*symbol of weakness* [on target]
20	-4 profane penalty prime requisite ability (Ex. STR for barbarians, INT for wizards) and a +2 profane bonus to random other ability. This effect is followed by morbid and psychotic thoughts of dying while imprisoned

30b. Sanctuary of the Solemn Sisters EL 19

At the far end of the hedged vale are three witches, each appears haggardly and wretched, with tattered clothes, frail and leprous bodies, greying hair, mostly shocks and stringy, long in places, shorter in others. A single black iron chain coiled about their necks in loops, looping about one, proceeding to the next, looping about her, and ending with a loop about the third.

The witches may not stray further than 45-feet from the furthest witch intertwined by the chain.

The Three Witches are evil sisters and devil-brood of the same father-Disapter. The witches bear a special power inherited from their father. Uncle keeps them imprisoned here in order to acquire services from that Lord.

Chain of Despair: The chain acts as *dimensional shackles* but can be broken in one place, it has a hardness of 15 and 20 hp, it also magically regenerates all damage dealt to it after every attack unless it is destroyed, it can be burst open with a DC 27 Str check. This will separate one of the witches who will (90% chance) flee this realm, having regained her ethereal powers.

The Solemn Sisters (Abra, Ka & Dabra) **CR 16**

Modified advanced female half-fiend night hags

Monster Manual 193, *Monster Manual* 147

NE Medium Outsider (Evil, Extraplanar)

Init +10; **Senses** darkvision 60ft.; Listen +24, Spot +24

Languages Abyssal, Celestial, Common, Infernal

DEFENSE

AC 33, touch 16, flat-footed 27 (+12 natural armor, +6 Dex, +5 armor)

hp 200 each (16 HD) damage reduction 15/ cold iron and magic

Immune charm, cold, fear, fire, poison, sleep

Resist acid and electricity 10; **SR** 26

Fort +17 **Ref** +16 **Will** +13

OFFENSE

Spd 20ft., fly 20ft. (4 squares)

Melee bite +22 (2d6+9 plus disease, crit 20/ x2)

Base Atk +16; Grp +22

Atk Options Combat Reflexes

Special Atks disease, smite good (+16 damage)

Spell-like Abilities (CL 16th; +22 ranged touch)

At will – *detect chaos, detect evil, detect good, detect law, detect magic, magic missile, sleep* (DC 20)*, ray of enfeeblement, polymorph, etherealness*

(3/day) – *darkness*, *poison* (DC 23), *unholy aura*

(1/day) – *blasphemy* (DC 26), *contagion* (DC 23), *desecrate*, *horrid wilting* (DC 27), *unhallow*, *unholy blight* (DC 23)

ABILITIES

Abilities Str 23, Dex 23, Con 25, Int 19, Wis 17, Cha 28

SQ unused class abilities

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Improved Toughness, Mounted Combat

Skills Bluff +28, Concentration +26 (+30 casting defensively), Intimidate +30, Knowledge (arcana) +9, Knowledge (the planes) +12, Listen +24, Ride +19, Sense Motive +22, Spellcraft +25, Spot +24, Use Magic Device +18

Possessions combat gear, *cloak of charisma +6, bracers of armor +5*

SPECIAL ABILITIES

Disease (Ex): Demon fever-bite, Fortitude save (DC 25), incubation period 1 day; damage 1d6 temporary Constitution. Each day thereafter, on a failed save, the creature must immediately succeed at another Fortitude save or suffer 1 point of permanent Constitution drain (see Disease, page 74 in the Dungeon Master's Guide). The save DC is Constitution based.

Dream Haunting (Su): Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once the hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and suffers 1 point of permanent Constitution drain upon awakening. A sleeper reduced to a Constitution score of 0 dies. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Supernatural Curses of the Solemn Sisters (Su): Each of the hags bears a special power listed below.

Screech of Dis: Abra possesses the unique ability to emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful Fortitude save (DC 27) negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. The save DC is Charisma-based.

Mothers Mouth: Ka possesses the unique ability to create a 20ft.-radius zone of *confusion*, centered on herself. This ability can be used once per day and lasts 2d4 rounds. Anyone entering the zone must make a successful Will save (DC 27) or become confused (as the spell). Each round the victim remains in the area they are required to make a new save. The save DC is Charisma-based.

Boiling Curse: Dabra possesses the unique ability to turn all water-based substances in sight into fiery explosives, once per day. For every ounce of water, she can deal 1 hp of fiery explosive damage. Anyone within 5ft. must make a successful Reflex save (DC 27) for half damage. The save DC is Charisma-based.

TACTICS

Each of the hags use *unholy aura* if the PCs linger at the fountain for more than one round or if they are pressed in combat.

Abra: Abra uses the *screech of dis* and *ray of enfeeblement* each round on rogues and other melee classes. She resorts to *darkness*, *horrid wilting*, *unholy blight* or *blasphemy* if pressed.

Ka: Ka uses *mother's mouth* every round followed by *magic missile* on any enemy spellcasters. She resorts to *darkness*, *horrid wilting*, *unholy blight* or *blasphemy* if pressed.

Dabra: Dabra uses *boiling curse* only if she sees enemies using potions. Otherwise, she uses her damaging spell-like abilities until approached in melee, when she makes full attack actions every round, especially on rogues.

DEVELOPMENT

Once the chain is destroyed two triangular slabs on either end of the walls, east and west open revealing triagonal pods, which were not discoverable beforehand.

30c. Exit Slab

These pods are 10ft. triangle slabs, each affixed into the walls are made of the same granite as the other exit slabs.

Stepping onto this slab returns the PCs to Area 1.

Concluding the Adventure

By the time the PCs finish the Warlock's Walk level of Maure Castle, they should have at least advanced to 19th level, or perhaps even 20th level. The solemn sisters have either been slain or freed, Aspong has been defeated, and the *astral gate* is now open for use by the PCs.

Recovering or destroying *Aeltoqq's phylactery* is a powerful bargaining tool with the lich. PCs willing to

deal with Aeltoqq may find him a useful ally in defeating the Maure family and uncovering the secrets of the dungeons themselves. Should the PCs choose to kill Aeltoqq they remove all competition for the pieces of Afelbain's diary. However, if they let him live Aeltoqq immediately makes copies of Aeltoqq's diary to study and within 1d6 days uncovers a secret weakness or whereabouts of a certain member of the family, thus allowing the PCs to gain another step closer to destroying the Id Core.

Defeating Aspong gives the PCs one more piece to the puzzle in destroying the Id Core. Perhaps Afelbain can lead the PCs on the right path to finding his kin. Consulting the demon queen of succubi, Malcanthet may reveal the fate of the family or their secrets may lie in the Family Crypts wherein Uncle, the patron of the Maure family lies interred.

Should the PCs banish the ancient twelve-headed pyrohydra back to the realm of Pyremius, the Blazing Killer ceases the nightmares with which he has inflicted them. Should they kill the creature, Pyremius rage is unfathomable as he may have assassins visiting the PCs nightly or worse approach them with an aspect of his own form reinforced by a cabal of his own clerics.

If the PCs return with a sample of the *impervious containment* stardust to Agath, he rewards them with any spellcasting services they may require, which includes aiding in the creation of magical items. Upon request, Agath can make a copy of the recipe for impervious containment for the PCs; however this requires several days study of the materials involved and may take longer, should the PCs require aid in creating magical items. If the PCs return with documentation of their travels, accurate maps and blueprints of Maure Castle and/ or a finishing painting Agath pays them the amount as promised and may ask them to accompany him should he use the portal as well.

APPENDIX I: ARCANA

Aeltoqq's Phylactery

Price: 240,000gp
Body Slot: held **Caster Level:** 13th
Aura: strong; (DC 22) necromancy
Activation: none
Weight: 5lbs.

DESCRIPTION

Aeltoqq's phylactery is an adamantine sphere covered in spiraling glyphs and sigils. A *force chest* spell (See *Spell Compendium* 97) protects the sphere. Once removed, a character can make a successful Decipher Script skill check (DC 25) to open the sphere, while a successful Disable Device or Use Magic Device skill check (DC 30) at the same difficulty deactivates the *force chest* protection on the sphere permanently. The sphere is a tiny object 3 inches wide, with a hardness of 20, 60 hit points and a Break DC of 40.

CONSTRUCTION

Prerequisites: Craft Wondrous Item

Cost to Create: 120,000gp + 4,800 XP

Astral Gate

Major Artifact
Price: priceless
Body Slot: none
Caster Level: 27th
Aura: overwhelming; (DC 24) conjuration
Activation: standard
Weight: 8,000lbs.

DESCRIPTION

This fifteen-foot high stone portal built directly into the back wall of Area 29 in the Warlock's Walk features four golden dragon glyphs built into it. At the apex of the portal, several gems surround a golden half-sun crowned by a triangular shard of yellowish-gold metal the size of a halfling's hand. Surrounding the portal are two permanent circles of protection carved to either side, keeping intruders out. At the center, the portal opens into a starry sky with violet and black whisps of cloud here and there.

The portal acts as a persistent *gate* spell that can be activated once per day if the proper command word is spoken and a successful caster level check DC 27 is made. The current command word is "Y".

The triangular yellowish-gold shard radiates strong conjuration (teleportation) magic, and acts as a portal key when placed in the correct recess of the eight-pointed star symbol upon the floor of Area 1 in the Great Hall of Maure Castle. The resulting portal leads to a hidden demiplane called *The Solemn Vale*. Other keys may be added to the portal as well, without the key, the portal ceases to function unless another is found or created. Further, different shards open up different portals on the Warlock's Walk, should more be found other tests may be in store for the PCs.

Golden Rod of the Ancients

Minor Artifact
Price: priceless
Body Slot: carried
Caster Level: 26th
Aura: overwhelming; (DC 22) evocation
Activation: standard
Weight: 4lbs.

DESCRIPTION

These twelve coins each bear strange sigils with circular-grooved indentations on them.

If studied closely for peculiarities the coins will appear stackable. When stacked one on top of each other, the stack magically transforms into a small, golden wand. The rod doubles the wearer's arcane spells per day for 4th-6th level spells. Further, the rod acts as a *ring of major spell storing*, storing 10 levels of spells.

Black Pellet of Arcane Augmentation

Price: 12,000gp
Body Slot: ingested
Caster Level: 10th
Aura: moderate; (DC 20) transmutation
Activation: standard
Weight: -

DESCRIPTION

This inky black glowing pellet resembles a sling bullet.

The pellet has no effect unless ingested. When ingested, the pellet acts as *boots of speed*, enabling them to act as though affected by a haste spell for up to 10 rounds each day. The duration of the haste effect need

not be consecutive rounds. When ingested, the pellet lasts 1d12+12 hours. At which time it is discharged from the body, whereupon it can be engorged again at the characters option.

CONSTRUCTION

Prerequisites: Craft Wondrous Item, *haste*

Cost to Create: 6,000gp + 480 XP

Red Pellet of Arcane Augmentation

Price: 44,000gp
Body Slot: ingested
Caster Level: 11th
Aura: moderate; (DC 20) abjuration
Activation: standard
Weight: -

DESCRIPTION

This reddish-orange glowing pellet resembles a sling bullet.

The pellet has no effect unless ingested. When ingested, the pellet acts as *ring of greater fire resistance*, grants the user 30 points of resistance. When ingested, the pellet lasts 1d12+12 hours. At which time it is discharged from the body, whereupon it can be engorged again at the characters option.

CONSTRUCTION

Prerequisites: Craft Wondrous Item, *resist energy*

Cost to Create: 22,000gp + 1,760 XP

Celestian's Impervious Containment

Price: 27,300gp
Body Slot: carried
Caster Level: 26th
Aura: overwhelming; (DC 22) evocation
Activation: standard
Weight: 4lbs.

DESCRIPTION

This silver-violet stardust glows with a blue incandescence.

The stardust grants its user the ability to travel as if affected by a persistent *overland flight* spell while being protected by a persistent *otiluke's resilient sphere* spell.

The stardust was first used by the clerics of Celestian to travel unhindered throughout space and the planes. In CY 198, a falling star fell in the present day Pits of Azak-Zil, along the eastern wing of the Abbor Alz, between the Bright Desert and the Nesser River. Amongst the other minerals, a thin layer of the stardust littered the ground. The prime material component for creating, *celestian's impervious containment*.

CONSTRUCTION

Prerequisites: Craft Wondrous Item, *otiluke's resilient sphere, overland flight*, Extend Spell, Persistent Spell

Cost to Create: 13,650gp + 1,092XP + specific component, stardust from a fallen star

Yan-C-Bin's Hedge

Price: 3,900gp
Body Slot: none
Caster Level: 26th
Aura: strong; (DC 21) abjuration
Activation: standard
Weight: -

DESCRIPTION

This esoteric scroll written in Auran.

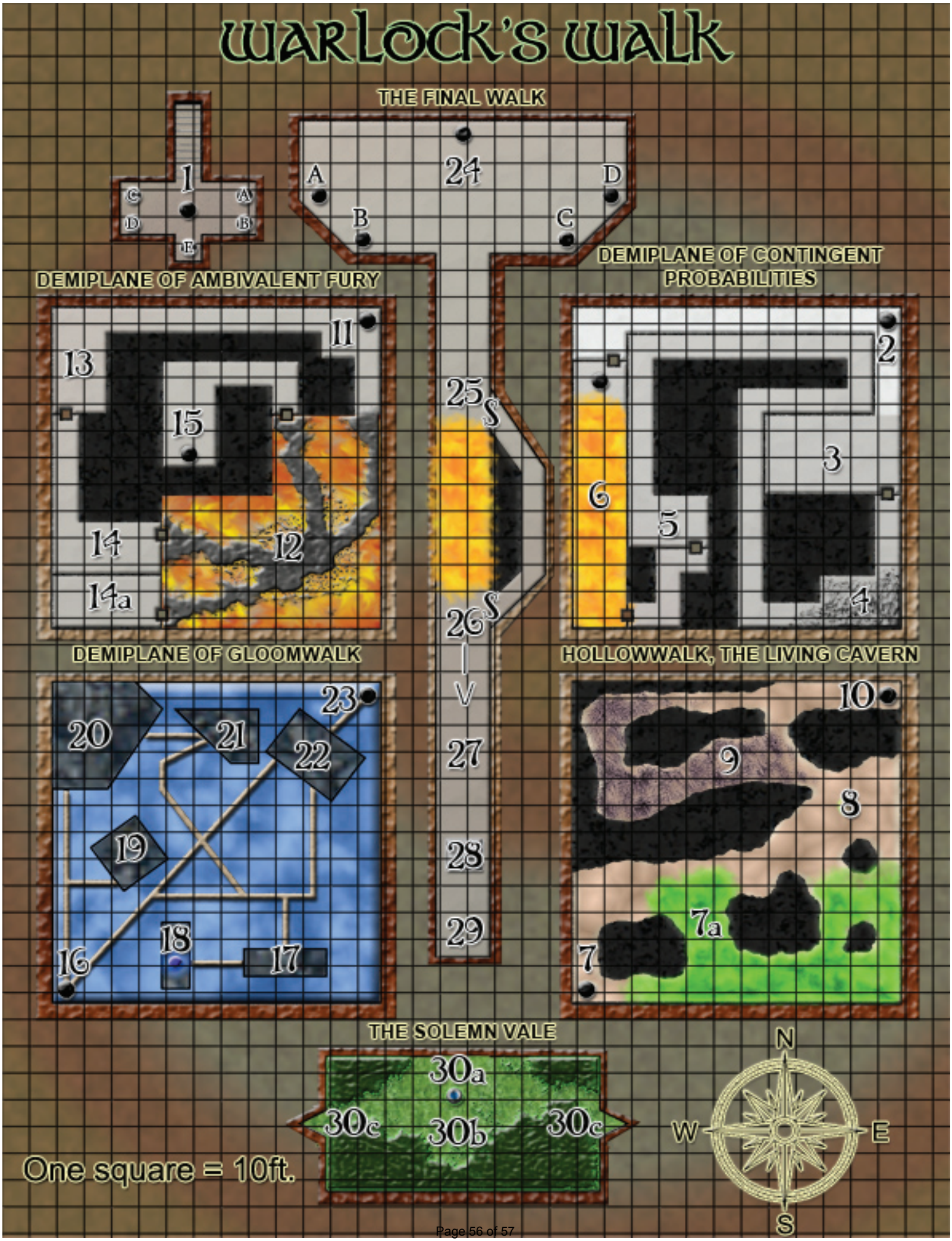
The scroll contains a decoded message with the password for the astral gate in Area 29. Further, upon reading the scroll a *greater dispel magic* removes the barrier granting full access to the portal.

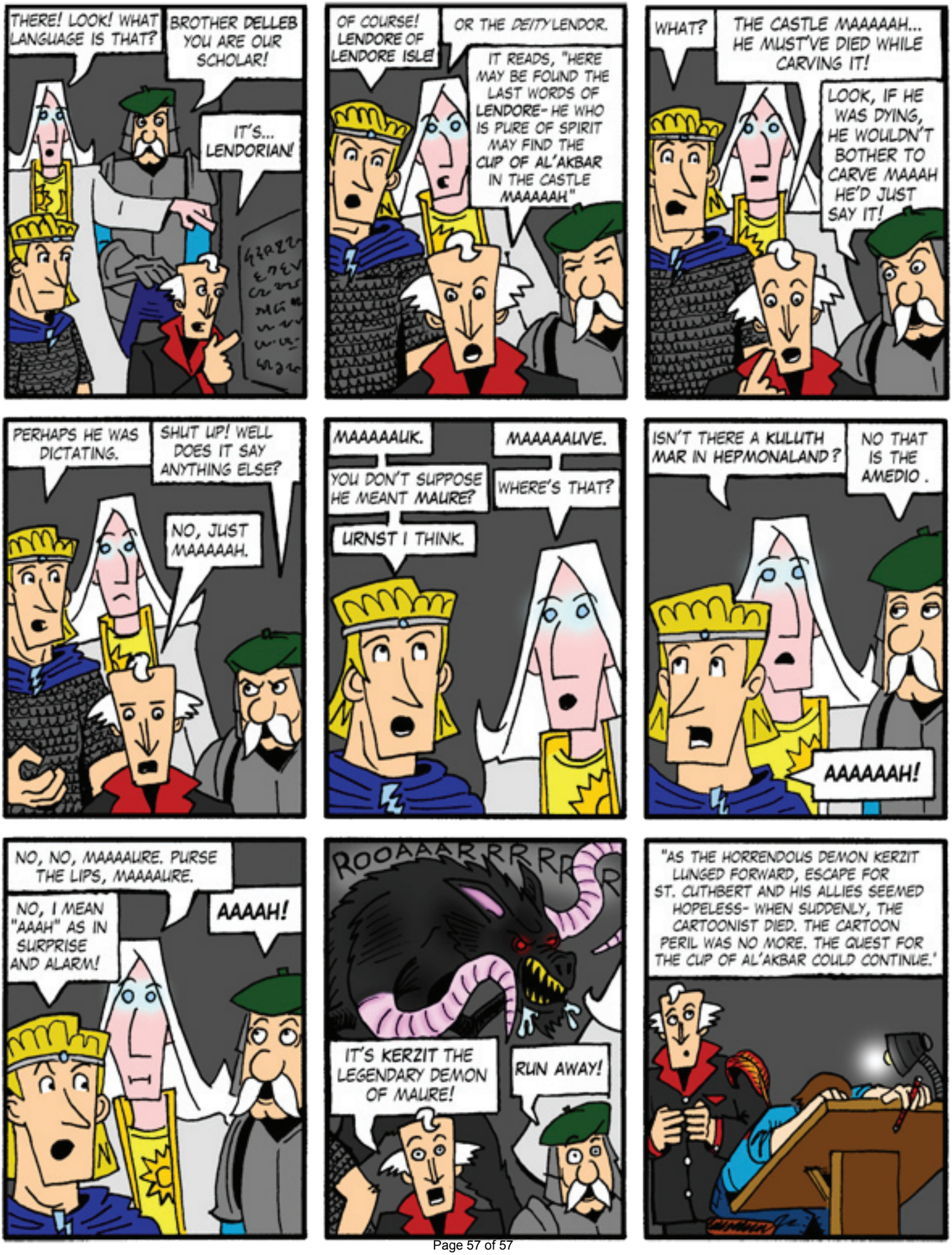
CONSTRUCTION

Prerequisites: Scribe Scroll, *greater dispel magic*, 10 ranks in Decipher Script, Auran language

Cost to Create: 1,950gp + 780 XP

WARLOCK'S WALK




THERE! LOOK! WHAT LANGUAGE IS THAT?
BROTHER DELLEB YOU ARE OUR SCHOLAR!
IT'S... LENDORIAN!
OF COURSE! LENDORE OF LENDORE ISLE!
OR THE DEITY LENDOR.
IT READS, "HERE MAY BE FOUND THE LAST WORDS OF LENDORE- HE WHO IS PURE OF SPIRIT MAY FIND THE CUP OF AL'AKBAR IN THE CASTLE MAAAAAH"
WHAT?
THE CASTLE MAAAAAH... HE MUST'VE DIED WHILE CARVING IT!
LOOK, IF HE WAS DYING, HE WOULDN'T BOTHER TO CARVE MAAAH HE'D JUST SAY IT!
PERHAPS HE WAS DICTATING.
SHUT UP! WELL DOES IT SAY ANYTHING ELSE?
NO, JUST MAAAAAH.
MAAAAAAUK.
MAAAAAALIVE.
YOU DON'T SUPPOSE HE MEANT MAURE?
WHERE'S THAT?
URNST I THINK.
ISN'T THERE A KULUTH MAR IN HEPMONALAND?
NO THAT IS THE AMEDIO .
AAAAAAH!
NO, NO, MAAAAURE. PURSE THE LIPS, MAAAAURE.
NO, I MEAN "AAAH" AS IN SURPRISE AND ALARM!
AAAAH!
ROOAAARRRRRR
IT'S KERZIT THE LEGENDARY DEMON OF MAURE!
RUN AWAY!
"AS THE HORRENDOUS DEMON KERZIT LUNGED FORWARD, ESCAPE FOR ST. CUTHBERT AND HIS ALLIES SEEMED HOPELESS- WHEN SUDDENLY, THE CARTOONIST DIED. THE CARTOON PERIL WAS NO MORE. THE QUEST FOR THE CUP OF AL'AKBAR COULD CONTINUE.'

Daniel Kvasznicza @ I-NetGraFX

http://www.inetgrafx.com/gallery/index.php